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INSIDE!
MEGADRIIVE

SPLATTERHOUSE II • AQUABATICS
KRUSTY'S FUNHOUSE • EA HOCKEY '93
EVANOEER HOLYFIELD BOXING
SUPER NES
TURTLES IV: TURTLES IN TIME
AXELAY • PRINCE OF PERSIA
KRUSTY'S FUNHOUSE • SLAM DUNK
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MEGADRIIVE



SUPER NES



MASTER SYSTEM



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GAME BOY



GAME GEAR



PARODIUS!
THE GREATEST
AND WEIRDEST
BLASTER YET!



GAMEBOY SPECIAL • 18 COIN-OP CONVERSIONS REVIEWED!

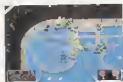
HERE'S SOMEONE WHO KNOWS ALL ABOUT OUR GREATEST HITS

Whatever we've inflicted on the unfortunate star of our advertising, was all done with the best intentions.

After all you need to be alerted to all the latest info on our best-selling, award winning MegaTitles like EA Hockey, Road Rash and Desert Strike.

To this end we make no apologies for doing just about everything bar have him swim blindfold through a shoal of barracuda.

(Now there's an idea.)



EA HOCKEY



ROAD RASH



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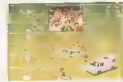
F22 INTERCEPTOR



JAMES POND II



DESERT STRIKE



JOHN MADDEN AMERICAN FOOTBALL



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And watch out for these new hard-hitting Mega Titles, coming soon on EA: EASN World Basketball™ Twisted Flipper, Aquabatics. Where in the World is Carmen Sandiego™? Powermonger™ and LHX Attack Chopper.



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Parodius? This mege game is reviewed extensively on page 23 - check it out!



EDITORIAL

More of Jazza's copious ejaculations as he spouts off about the lack of software this summer. Plus news of a hilarious Swedish chewing gum. And they call this entertainment...

NEWS

More scorching than a red hot coal up the bum, more up-to-date than an atomic clock and more exciting than mud wrestling with Caron Keating. Have we got news for you...

MEAN YOB

YOB! opens his mailbox and sharpens his wit in readiness to tackle yet more letters from you super, delightful, we-love-you-really readers.

Q+A

Lots of questions and tons of answers from the Jazza. The Great Console Oracle of the Western World. By the way, to the little twerp that keeps ringing up about how to do the Zangief Pila Driver - write in and you might get an answer. We don't give out answers over the phone. Ok?

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TIPS

Lots of tips. Tons of them. Mounds and mounds of them. In fact, we've got more tips than a Jewish post natal clinic!

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GAMEBOY ARCADE SPECIAL

Jazza gets hold of 18 (count 'em) Gameboy conversions of classic arcade games and gives them all a full review!

84

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CHARTS

The lovely Yvonna at DJPR reckons these Nintendo charts have never been more accurate. Much rotational movements of our facial appendages, but we'll believe her. We've also got the Sega charts too, making this a complete chart experience

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THE HOTLINES

Prizes, prizes, prizes. Phone, phone, phone. Win, win, win. Spin, spin, spin.



REVIEWS

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Phil "N" Si for all the great football
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banner of a Sunday afternoon
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REMEMBER KIDS: Think once, think
twice, think thrice
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COMPETITION RULES
ENAP images employees and their immediate family as it allowed to enter any of our camps. This is because we've decided to give everyone else a chance to win all the absolutely fantastic prizes we have on offer. Aren't we kind. Well, nearly. The unfairness comes into effect whenever Deshine Minlen of West Warrnesed and his relations are mentioned. They all now work in a famous oral hygiene factory and pass in the bottom of kash freshener. And because of this they is not allowed to enter any of our

JAZ

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When I was in Sweden last month watching England make complete baboons of themselves in the European Championships, I popped into a sweet shop for some chewing gum. Imagine my surprise when the shop keeper sold me some Sorbils. That's

Swedish chewing gum before you start gelling any funny ideas. What I want to know is whether the company responsible is going to launch this fine product in the UK. If they do, there could be some veritable conversation killers like "Oooh! There's nothing I like more than giving people a taste of my Sorbits". Or how about "Oh no! someone sat on my Sorbits and they went all soft and squishy and

now they're stuck to their bottom"? Perhaps you readers have got some other potentially hilarious double entendres? If so, send them in to: IF YOU CHEW ON YOUR SORBITS LONG ENOUGH THEY GO ALL GREY AND HARD COMP, MEAN MACHINES, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. There's a prize for the funniest sentence.



REAL

THE GANG

JULIAN "I'LL BE BACK" RIGNALL

"If I could be a film character in real life, I'd like to be the Terminator so when I get knocked off my motorbike it wouldn't hurt so much", says Jazza. "It'd also be great not to have to worry about anything ever harming me or becoming ill - nothing could stop me and whatever I wanted to I could do it". What a megalomaniac!
CURRENT FAVE GAMES: STREETFIGHTER II



RICHARD "SHAPE SHIFTER" LEADBETTER

"The T-1000 from Terminator II would be the character for me", says Rich. "I could adopt any shape I liked and extend bits of myself to an unbelievable size. Also, the T-1000 can impersonate any person it likes, which means I could enter new realms of telephonic tomfoolery..."
CURRENT FAVE GAMES: STREETFIGHTER II

RADION "STONEO AGAIN" AUTOMATIC

"I'll tell you which film character I'd most like to be" says Red with a twinkle in his eyes and a bulge in his pocket "Michael Douglas' character in Basic Instinct. Then I could get to grips with Sharon Stone. She's tasty, tasty, vary, vary tasty."
CURRENT FAVE GAMES: STREETFIGHTER II



OZ "I'M TOO OLD FOR THIS" BROWNE

I'd like to be Roger Murtaugh from the Lethal Weapon films. He's got a great job, great wife, great kids, a boat, marvellous house and has the best partner in the business. And he can shoot straight and "gets a bit of the action".
CURRENT FAVE GAMES: STREETFIGHTER II

GARY "PLANK ACTING" HARROO

"The person who I'd like to be the most is Jean-Claude Van Damme's character in Cyborg. He's completely hard and beats the crap out of everybody - including people three times his size. I also like the way he does the splits - that would be a great way of breaking the ice at parties", says Gary. That's not the only thing he could break...
CURRENT FAVE GAMES: STREETFIGHTER II



ROB "NO BRAINS" BRIGHT

"It might sound a bit strange and parverted, but I'd like to be the scarecrow from The Wizard of Oz, because he's stupid, dances about and lives in a very happy world" says Rob. Odd! Rob must already be the scarecrow. Because he does all that already!
CURRENT FAVE GAMES: STREETFIGHTER II



THERE WE WENT, THERE WE WENT, THERE WE WENT

The month before last we ran a competition to win tickets to the European Cup Final - and here's the winner enjoying the occasion. He's Peter Loumer from Newcastle Emlyn in Dyfed and he went to see the Denmark Vs Germany match with his Dad Rob and me! A great deal of salmon, beet and reindeer (not as bad as it sounds) was consumed, a great volume of screaming and shouting was in evidence during the match and a great time was had by all. Here's the pic of Gary'n' Jaz just before kick off...

SPECIAL MENTIONS CORNER

Here's a new feature for those who've said hi to us in the street or know us and want a special mention. First of all hello to Fuzzyduck (double doh!), Iceberg (banned indeed - tut tut), and Medusa (for giving me my points back). Also hello to Bianca - you VERY rude girl! What I want to know is, who took the picture?



CONSOLE CRICKET!

Yes indeed! Here are a few teasing screenshots of International Cricket, coming soon for the NES. It has been programmed by Beam Software, renowned for such games as The Hunt For Red October and Boulderdash and has been added to Nintendo's bulging release schedule. We'll give you more details on the game in the next couple of months.



GAMING GLOVES DEBACLE

Available now are "Video Game Gloves" - an extremely sad series of mitts especially padded to protect your hands from ngorous gamesplaying! What's more, the producers have licensed two major DC Comics' character to endorse them, namely Batman and Superman!

These absurd items don't cushion your hands any better than any ordinary gloves and don't even protect the tips of your fingers and thumbs from the blisters that excessive joystick use sometimes leads to.

However, if this idea still seems strangely appealing, you can get these video gaming gloves from Console Concepts of Sloke, priced £10.99! Contact them on 0782 712759.



FAB PHILIPS FUTURE TELLIES



Looking for a new telly to play your games on in the privacy of your own room? Well, if you're after something extra special, take a look at some of Philips' new tellies!

The Philips Cube combines the latest FST screen technology with a topper three-way speaker system (including a sub-woofer speaker for ultra-low bass!). What's more, there are plenty of mega options, including a sleeper-time option and an automatic power-down. Fastext Teletext and a remote control are also part of the bundle! Cool!

The Cube even has AV SCART and headphone sockets, making it just the thing for playing your games on! The price? A prifling £279.99 for the 15" version and a mere £329.99 for the 17" model. Cool!

You might like to have a look at the Your TV II, a bizarre shaped portable television (as you can see from the picture). Like the Cube, it has SCART and headphone sockets. However, the screen can be twisted to match your favourite viewing position! Hurrah! The Your TV II costs £249.99.

MARIO MOVIE: OFFICIAL

It's true! Movie producers Lightmotive have officially announced their new Super Mario Bros flick, starring "lovable" cockney Bob Hoskins as the world famous video games icon - Mario!

The plot is pretty bizarre. King Koopa is looking to merge his reptile-infested parallel dimension with ours! What's more, the twisted monarch (played by Dennis Hopper no less) is after beautiful researcher, Daisy. It's up to Mario and Luigi to save Daisy from Koopa and see off the evil menace. Helping the Bros in their quest is Yoshi, the dinosaur descendant seen in Super Mario IV! He has been brought to life using the wonders of animatronics (rather like the big screen version of Turtles).

Believe it or not, the screenplay has been developed by Barry Morrow (he of Rain Man fame) with revisions by Ed Solomon (who had something to do with Bill and Ted's Excellent Adventure).

With its \$40 million budget, which puts it up there with the likes of Lethal Weapon III, Super Mario Bros: The Movie looks like being a film for all Mario fans to look out for! Lightmotive hope to have the movie on general release by the summer of 1993. Watch this space for more details.

THE BEST JOYSTICK EVER?

Perhaps it is! The XE-1 SFC is the latest in controller technology from the Far East! It enables Super NES owners to define which button does what, has an autofire option and even lets you swivel the main bank of buttons around to suit your gaming style.

Left-handed players aren't left out either. Just turn the stick upside down and press a button and the controls are automatically reversed! Cool eh? This stick is so easy to use, you could even use it with your left foot! What's more, an LCD display points out all the different settings you've defined for your pad and a timer and clock have also been provided!

Advanced Console Entertainment are currently importing this joystick, so if you're interested, give them a call on 071 383 0480.



GAMESMASTER JOYPAD

There are loads of topper new joypads out, and the Triton Gamesmaster (nothing to do with Dominik Diamond or Patrick Moore) looks like being one of the best. Unlike the two other pads revealed this month, the Gamesmaster is exclusively for the Megadrive.

Along with the d-pad and three usual buttons, there's three more buttons that give autofire - highly useful considering the amount of Megadrive shoot 'em ups available. The Gamesmaster also has another novel feature. You can make it learn specific combinations of moves and button presses! Then you can activate those moves just by pressing one button. You can even repeat this effect if you so desire.

We got our Gamesmaster from import boys Go-Caris. If you want more details on this pad, why not give 'em a call on 0592 643003?



JOYSTICKS R US

Check out the Apollo Pro Joystick! This meaty-looking device is a good, hard stick that works with the Megadrive, Super NES, Neo Geo and PC Engine! Although it doesn't have much else in the way of special features, it's still a very reliable stick well worth investing in. We got ours from Advance Console Entertainment and the Electronic Gaming Club. Give 'em a bell on 071 383 0480!

JOYSTICK SPECIAL



This month we've been inundated with fab new joysticks 'n' joypads for your console, sent to us by a couple of nice importer types people. Here's a selection of the best!

TIMEY! ANOTHER JOYSTICK!

Yes indeed! This time the joystick is officially released by Capcom for the Super NES and it's designed specifically for use with Street Fighter II! As you can see, it looks quite smart and we'll be giving you the full review sometime during the next couple of months.



MORE MANGA MADNESS!

Manga Video, they of the topper Akira and Fist of the North Star, are releasing even more Japanese animated movies! Out right now is Dominion Tank Police, Acts I and II, with a new release, Project A-Ko in the pipeline.

Dominion Tank Police is the exciting story of how the anonymous organisation fight the mutant Sexy Cat Sisters (I) and the twisted Buska gang! These sad beings are running amok in the city, and only the Tank Police, led by 'Mr Squad Commander' Brian and Tank Girl Leone can save the day. This video is certificate 15 and retails at £12.99

Project A-Ko is out this summer at the same price, but boasts an even stranger storyline. It's basically a subtle parody of the whole Manga (that's Japanese for 'comic', by the way) genre with cameo appearances from major Manga characters. Basically, A-Ko is the name of an incredibly powerful heroine, thrust into a highly dangerous situation when she arrives at the Graviton High School for Girls. A-Ko has to cope with pressure from her rival, B-Ko AND watch her back when aliens arrive in a huge galactic space ship! Just like Dominion Tank Police, Project A-Ko is certificate 15

But that's not the end of all this Manga-related excitement. Thanks to Manga themselves, ten lucky people can get their hands on a Manga video of their choice, a Fist of the North Star poster, a Dominion Tank Police poster, an official Manga t-shirt and a topper Manga badge!

All you have to do to stand a chance of winning is to answer the absurdly simple question below and send it off to MANGA GOODIES FOR ME GUV, MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date for this competition is September 30, so get those entries in NOW! And remember to include your choice of Manga video (out of Akira, Fist of the North Star or Dominion Tank Police). And the brain-teasing question is,

Which manga Japanese cartoon was Manga's first release?



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Super NES Grand Prix fans are in for a treat judging from the amount of top new Formula One games coming soon.

Aguri Suzuki F1 Super Racing boasts all of the Grand Prix tracks you could ask for, along with comprehensive constructor's options and split-screen simultaneous two-player action.

F1 Grand Prix Circuit is the working title of a second Grand Prix game currently in production. It boasts all of the features of F1 Super Racing, but is being programmed by Humen (responsible for Super Soccer amongst other things).

That isn't the end of all the Grand Prix-related excitement, because there are quite a few other racing games coming your way, including an officially licensed Nigel Mansell game AND Top Gear III! Watch this space for more details soon.

GRAND PRIX MANIA



YOU'VE SEEN IT - NOW VISIT IT!



We've just learned that a major high street chain has linked up with the TV programme Gamesmaster and are currently titling all their stores with a new Gamesmaster Live section. This large games area will feature Sega and Nintendo consoles, a huge range of software and - best of all - large demonstration units where potential customers will be able to play all the latest games before they actually buy them.

There will be over 250 of these around the UK - so there's bound to be one near you. Which chain store is it? Well, we're bound to secrecy at the moment, but next month we'll be spilling the beans and giving you the chance to win a prize when you first go there!

SONIC DRINK!

You read it here first! Sega's most popular video game icon now adorns a special edition of Asahi. Asahi, if you didn't know, are Japan's biggest brewery. But the question is - what mystery liquid is contained in the can? Is it the beer for which Asahi are famous for? If you think you know, write in and let us know!

► *Sonic the Hedgehog is a can! But what is the mystery substance inside? Perhaps one of you readers can help out.*

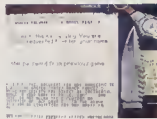


SEGA



DOH CORNER!

In last month's MEAN MACHINES we reviewed Virgin's new Master System game, Arcade Classics... er, well actually it's called Arcade Smash Hits! So, large apologies there to the Virgin people. Oddly enough Sega Power also made the same mistake! Perhaps next time Virgin could put the correct name on their pre-production ROMs. Doh!



UNLOCK YOUR NES

Discount Video of Kent have unleashed their Game Key add-on for the Nintendo on a not-so-unsuspecting world. The Game Key is in essence an adaptor that allows 8-bit Nintendo players use American cartridges on their British machines. This was previously possible by having your console converted. However, having this done invalidates the Nintendo's warranty - something Game Key owners have nothing to worry about.

Discount Video are keen to push their product, which allows NES players to get hold of around 300 games as opposed to approximately 100 official UK releases out now. Hot new games on the Nintendo always come out in America first, which allows Game Key owners to get hold of the likes of Lethal Weapon III and Lemmings way before they're officially released over here.

A large number of imported games are available now from Discount Video, and they're quick to point out that they're selling games a lot cheaper than official Nintendo products. For example, Turtles II costs £49.99 here while Discount Video are selling the successor, Turtles III (the Manhattan Project) for £39.99!

Sounds good to you? Well, perhaps you should give Discount Video a call on either 0795 472147/8 or 081 534 6087.

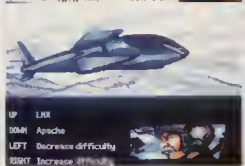
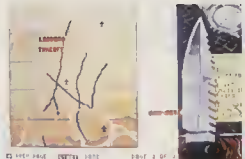
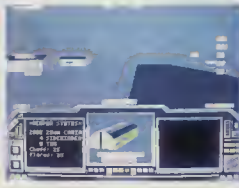


▲ Enabling NES owners to access around 200 new, exciting games imported from the US, the Gamekey could revolutionise 8-bit Nintendo gaming! Contact Discount Video to learn more...

LHX ATTACK CHOPPER

Electronic Arts have announced that they are releasing the classic LHX Attack Chopper on the Megadrive. This game was originally released on the PC and stunned the world with its amazing graphics and outstanding playability.

EA have only just started putting the game together, but they reckon it's going to be completely topper. We'll be previewing the game really soon, so look out for more details!



STOP CREEPY, KOOKY, OOKY, SPOOKY!



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They're the Spookiest family around!

But not now that they've disappeared! As Gomez you must find your loopy loved ones in their spooky mansion house.



They have the Gookiest friends ever!

But watch out for Tully - he plays mean. Tully is the treacherous lawyer intent on stealing the family fortune and who has many a dirty trick up his sleeve.



They dance a wacky dance!

And you'll be shakin', rattlin' and rollin' when the spikes, monsters and ghosts save the last one for you! If you solve the puzzles and follow the clues you might just save the Addams Family so that they can...

SUPER NES
Nintendo
ENTERTAINMENT
SYSTEM
GAMEBOY

ocean

Wan't like a good family should!

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PARO

Penguin alert! Penguins! These penguins might look cute and harmless swimming about in a big pool at the zoo, but give them half a chance and they're off conquering far-flung galaxies with the aid of their strange mutant pals. Sadly for the inhabitants of the Paradus Zone, those pesky water birds were given more than half a chance, and now their society is awash with marauding flightless birds and their cronies.

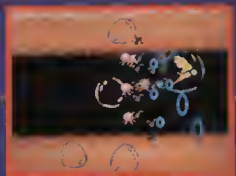
However, one renegade penguin exists who along with his pals, a flying octopus, a human space fighter pilot and a living space craft, wishes to bring an end to the reign of terror. But, this is no ordinary penguin - starters he can fly, as well as being decked out with the latest lethal weaponry.

Gradius, it falls to you to take control of Pengy or one of his merry band and free the planet of the evil penguin influence.



P-P-P-POWER UP A PENGUIN

When certain enemies are shot, they release small power-up icons. Each of the ships has a table of extra weapons, each costing different numbers of power-ups. Once enough icons have been collected for that ability it's highlighted on a small list at the bottom of the screen. There are two ways to select which power-ups to have. The first is manual, where you simply press a button when the weapon you want is lit. The second is automatic, where the computer selects what it thinks is the most useful power-up although the player is able to override this and choose their own weapon. Occasionally, a third option presents itself. When certain power-ups are collected, they activate "roulette" mode. This highlights each of the weapons in turn at great speed, and it's up to you to stop it on the weapon you want. Select a weapon you already have and you lose all your current



▲ Bursts of bubbles and a blonde babe.



▲ Astrological clowning around here.

HANDLING BIG WEAPONS

Each of the ships in Paradus has their own list of power-ups. Some weapons are exclusive to particular ships and are non-selectable by others, so it's a matter of choosing your favourite hardware line-up as well as the fastest route! Below is a run-down of each of the ships and also which weapons they can use.



▲ Shocking ramps in blonde's bedroom!



▲ Aquatic fun with a frenzy of lasers!



VIC VIPER

WEAPONS: Speed up, Missile, Double, Laser, Option, Shield



OCTOPUS

WEAPONS: Speed up, 2-Way/Tail, Gun, Ripple, Option, Octopus Trap



TWIN BEE

WEAPONS: Speed up, Rocket/Tail Gun, 3-Way, Option, Shield



PENTAROU

WEAPONS: Speed up, Photon, Double, Spread, Option, Bubble



PARODIUS



▲ The Sumo bare all by the old oak tree.



▲ Uncle Sam suffers a punch or four.

COMMENT

There have been veritable palpitations of excitement throughout the office ever since this conversion was announced. Parodius is surely one of the greatest shoot 'em ups of all time, even beating Gradius, the game it was based on! Imagine our joy when SNES Parodius arrived and was in fact the best version of the game ever. Alright, so the

RAD

gameplay itself is nothing new, but it is presented in such an original way, full of pirate penguins and sumo-wrestling pigs, that it doesn't really matter. The superb graphics are colourful and detailed and move very smoothly. There is a huge attention to even the tiniest details with every background having as much care put into it as the end-of-level guardians. The sound is likewise superb. The tunes on Parodius have always been celebrated, but the quality of sound here brings a whole new depth to the proceedings. What really makes Parodius the game it is, however, is the superlative playability. The game moves very quickly, and a high body count isn't sacrificed just because of the cute nemesis! On the highest difficulty setting there are just as many things to shoot it's difficult to believe, although this inevitably leads to some problems with slow-down. If you're looking for a SNES shoot 'em up to while away the hours, look no further than this. It only everyone put this much work into their games.





PARODIUS



▲ This is what a fish diet looks like.

COMMENT

Wow! I really enjoyed this game on the NES, Gameboy and PC Engine and like everyone else was awaiting this game with bated breath. Once again, Konami have done Super NES owners proud with one of the slickest shoot 'em ups devised for a console. The action is truly arcade quality, with super-smooth scrolling and awesome graphics and sound.

However, the icing on the cake is the superb style of the game. The cartoon graphics this game possesses are unmatched on the Super NES with vibrant colour schemes and superb sprites and background definitions. The sound is awesome too. Instantly familiar scores are remixed into outsize, cartoonish tunes that back the action perfectly. As you would expect from Konami, the game plays brilliantly as well with excellent gameplay and loads to keep you coming back for more. If you're a shoot 'em up fan, anxious for a highly cool example of the genre, give this a go!



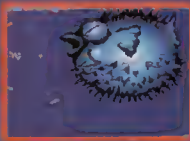
RICH



▲ Anyone know what "Viva Core" means?!



▲ Now white a fish diet isn't recommended...



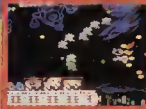
▲ ...blasting out isn't a good idea either!



WEAPONS OF DESTRUCTION

3-WAY: Effectively triples the firepower of the Twin Bee's regular cannon, firing as it does at three different angles to the fore.

LASER: Viper only Shoots long and powerful lasers instead of your regular pea-shooter. Fires slowly, however



▲ Otto plays a mean pinball

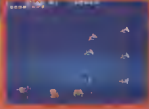
DOUBLE: Fires a second gun at a forty-five degree angle from the top of the ship

▲ A Twin Bee three way.

SPEED UP: Increases the speed and manoeuvrability of your character.

ROCKET PUNCH: Twin Bee only Fires a pair of boomerang boxing gloves in front of the ship for mega-destruction

TAIL GUN: Fires a second cannon from the back of the ship



▲ Two way octo.

2-WAY: Octopus only Fires two shots at an angle from the top and bottom of the tentacle-one



SHINY RED BELLS

As well as the regular weaponry power-up icons found in the game, there are a number of specialist weapons available to all the ships. These are discovered in the guise of floating bells which change colour when shot. Each colour of bell and the powers they bestow are detailed here

GOLDEN BELL

The basic colour. Collecting this bell yields bonus points

BLUE BELL

Grants the owner one smart bomb, especially useful when facing bosses or huge overwhelming numbers of smaller enemies

SILVER BELL

Gasp in astonishment as a megaphone belts itself to the front of your hero, allowing him to destroy his adversaries by shouting a selection of withering Japanese phrases at them.

RED BELL

Equips the bell-ee with a number of mini replica ships. When operated, one of these zips forward and fires giant laser beams above and below it. The mini-ship then hovers around for a while with lasers still active incinerating anything stupid enough to run into them.

GREEN BELL

This bell expands the ship to enormous size, thus rendering it invincible to attack. Your weapon systems are shut down for the period of growth, but you can easily destroy enemies by crashing into them. Look out for the warning buzzer which signals your return to normal size, though or you could be caught out.

RIPPLE: Another octopus only piece of kit. Fires rings of energy which come out from the octo's snout. The range of these is quite short, however.

MISSILE/PHOTON: Shoots a small projectile from the hull of a ship which then proceeds to run along the ground until it comes into contact with an enemy

▲ **Guns and Ammo** readers might be confused here!

SPREAD: Pentarou only. Fires little explosive bullets which explode on impact with aliens, with the resulting blast radius wiping out any nearby meanies



SUPER NES

REVIEW



牛詩集



BY: KONAMI

PRICE: £39.99

RELEASE DATE: OUT NOW

GAME DIFFICULTY: MEDIUM

LIVES: 3

CONTINUES: 3

SKILL LEVELS: 3

RESPONSIVENESS: SUPER

1-2
PLAYERS



PRESENTATION 92%

There are loads of options, great presentation screens and topper in-game presentation

GRAPHICS 94%

Cute and hilarious sprites boast some astounding detail. The backgrounds are just the same and the scrolling is great.

SOUND 95%

A fab medley of weird and wonderful well-known tunes accompanies the superb effects

PLAYABILITY 93%

Despite its looks Parodius is still a very tough and challenging shoot 'em up which should give anyone a run for their money.

LASTABILITY 91%

Nine skills levels mean there's a challenge here for everybody, and even once you've clocked it you'll want to play it again.

OVERALL 93%

One of the best shoot 'em ups ever Parodius breathes life into a stifled genre

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MEAN YOB!

DOH!

Dear YOB, My mate Gary reckons that his Lynx is better than my Gameboy in the speed stakes. I think he's talking a load of bull, so we decided to put our machines to the test. The results were as follows.

On a smooth slopa the Gameboy came out on top (oorer) when face down, but the Lynx's screen was quicker face up. We also found that the Lynx's screen scratched easily
Rod Davies, Woking, Surrey
YOB: Doh!

DJ BOY CAN GET LOST

Dear YOB

I have just noticed that Sega have released an official version of DJ Boy and are selling it for £40, what a joke! I bought a Japanese import copy for £14 over a year ago, even then it was considered to be an "older" title.

It's no wonder grey imports are so popular here when we are asked to pay more for an official copy of a game that has been out for ages elsewhere - and we don't even get a colour manual!

Perhaps if Sega treated British gamers with the respect we deserve then they wouldn't have to bother with things like lock out chips.

Lee Maguire, Ascot, Berks
YOB: To be fair to Sega, most games officially released these days are brand spanking new. Occasionally a crappy old one wriggles through the net. Just stay froaty, read the mag and if in doubt, write to O+A.

Ferret Man, previously mild-mannered Bill Titworthy before he was bitten by an irradiated ferret during the annual ferret-down-the-trousers tournament in Accrington Stanley, sat in his drainpipe listening for action, his hyper sensitive sense of smell and hearing working overtime. All he could hear was letters being opened and answered by YOB!, Britain's top letter

answerer. If you've got anything exciting, thrilling, illin' 'n' disain' to say, or have some top quality picturaa, send them in to:
GARDEN RAKES ARE THE MOST SEXY OF ALL GARDENING TOOLS AND I'D LOVE TO MARRY ONE MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.

A MASTER DEBATE

Dear YOB

Why don't you ever publish reviews on the Master System. Because about 90% of your reviews are on the Magadrive and Super NES. For example, in the May edition there was only one review on the Master System and that was \$@%* Bonanza Bros so I'm afraid to say if you don't do any

more Master System reviews we will break your legs. If you don't publish this letter we will start buying Total because they probably do more Master System reviews than you.

Andi and Frazer

YOB: We cover all the Master System releases - can we help it if Sega don't release any games? No, of course we can't. So shove off and pull yourself a couple of hand shendies.



▲ Confrontational capering from Brett Ashworth.

MADMAN

Dear YOB

Roar, roar I'm going to tear you apart. Roar, roar I'm going to hurt you bad.

Neal Curtis, Saffron Walden, Essex
YOB: You'll have to wriggle out of your frightful jacket and escape from your padded cell first, yaast pants.



▲ A Marvellous effort by Tom Percival

A HAPPY GAMESMASTER FAN

Dear YOB

I'm writing to tell everyone out there how crap the Gamesmaster pack is. You get a crummy T-shirt with the Gamesmaster logo on it, a badge and some vouchers for theme parks you've never heard of for £12. What I'm trying to say is that it is a load of crap. I'm sure you will agree

Simon Hall

YOB: But even though you've been marvellously ripped off, I bet you still love Dominik "games guru of the 90's" Diamond more than your coo he's the tops.

THE BUYER BEWARE

Dear YOB,

Firstly, I'd like to point out that in ten years of owning computers or consoles of one form or another (starting with a ZX81 and ending with a Megadrive) this is the first time I have felt it necessary to write to a magazine.

About a month ago, I almost put pen to paper as I have now to congratulate Electronic Arts on their superb range of games for the Megadrive. That was until I read reviews of such pathetic dribble as Dark Castle and Rings of Power. It is very rare that a software company can achieve a reputation so outstanding that consumers will buy a game just because this company's name is above the title. The only company in my opinion which actually deserves to fall in this category is Ultimate Play the Game. A company which, as I'm sure anybody who owned a Spectrum or Commodore 64 (mine was a Speccy) in the mid 80's will agree, never produced a bad game. Everybody knows that Manic Miner kicked off the platform genre, but it was Ultimate's Underwilde that really pushed this type of game to its limits and introduced many of the features you'd expect to see in one of today's platform games. Also, Ocean's Head Over Heels would never have come about (let alone as early as it did) if it wasn't for such classics as Knight

▼ Magnificent montage malarkey from Derrick Clements.



Lore and Alien 8. Unfortunately, Ultimate disappeared from the software world as suddenly and mysteriously as they arrived, but what they left behind was a legacy in programming that I was sure EA were following. Now though, I'm not so sure. After games such as John Madden's, Ice Hockey, Starlight and Road Rash it just doesn't make sense. It's not as if they could have thought the game was good. I think it's very unfair to release a game like Dark Castle just because programming time was wasted on it. I wonder how many people parted with their money just because it was an EA game. Quite a lot I imagine. So come on EA, try playing your games before you release them. Paul Hind, New Moston, Manchester

YOB: Actually, you're wrong about Ultimate. Yes, they did produce some totally fantastic games, but what about the Imhotep, Dragonokulle, Outlaws and Blackwyche? All featuring

scabs on the backside of computer gaming. Everyone makes cock-ups now and then - even the most conscientious software companies. That's why magazines like ours exist to make sure you don't just buy "blind" and end up tilting your cash down the pan.

ERUPTIONS AND SPOUTINGS

Dear YOB

There's been a lot of eruptions lately from parents and teachers about school students spending too much time in front of a television playing console games. I have got involved in this argument to protect students from the pressure of teachers and have recently appeared on a local radio show to explain my view

The teachers' argument is that

students are not doing their homework and falling far behind in school. They even say that every night students play games without getting any sleep and are apparently falling asleep in class!

I have worked three months on a researched report that reveals any console game does not hinder students' work, but helps them by developing their hand to eye coordination making them more alert to everyday life

The discussions went on for several weeks and after I got my view in a local newspaper, the school and teachers promised not to mention any more arguments about consoles. I hope that students that are under this pressure from teachers take the same steps as I did

Ian Oalley, Atherton, Manchester
YOB: The arguments that computers are bad for you go back years, and are usually generated by sad nerds who suffer from technofear. Detailed reports have been compiled in the States by the US government about the subject and they reveal that the playing of computer games is not harmful - in fact there are some benefits. Obviously, if you stayed upstairs playing games all day and every day, that would be a bad thing. Just like if you stayed in your room listening to music all the time. Just manage your time properly, make sure you do your homework and then no-one could possibly complain.

NITWIT

Dear MEAN MACHINES

You lads down there at MEAN MACHINES are often complaining about the lack of original games being produced at the moment, so we have come up with surely the most original game ever designed by men. It's a tie-in of the popular Channel 4 programme, no, it's not the Crystal Maze, or even Kabaddi, but "Sean's Show", easily the funniest programme on at 10.30 on a Wednesday in recent months. As it is going to be on the Super NES, it will be called "Super Sean's Show", and it goes like this:

When you turn the game on you are presented with a digitised pic of Sean in the bath singing the Sean's Show theme (you know the one, "It's Sean's Show, la da da

MEAN YOB!

da... and so on). The game itself is split into seven levels, or episodes as they're called, and they go as follows:

Episode 1: This level is an RPG. You control Sean as he travels around his flat, looking for wet socks. After that is a batman level sequence of a Sock Shop advert.

Episode 2: This level takes full advantage of the SNES's Mode 7. In an F-Zero like racing game where Sean has to drive to the shops to buy some colaslaw. Sounds easy? Well there's a catch - plied girlfriend Angela is pursuing and if she catches you it's "Bye bye bye bye" to Sean. After this level is a colaslaw advert.

Episode 3: This is more of a trailer than an episode, being a bonus game. Zhol the fire button rapidly to make Mrs Pebbles lift as many kitchen appliances as possible within the time limit. For every one lifted, Sean gets a tub of colaslaw. A Philips Whirlpool advert follows this level.

Episode 4: This episode is a Facaball 2000-like maze game where you have to guide Sean out of the pub, collecting beer and avoiding the peanuts. A KP advert follows this level.

Episode 5: This level begins with another RPG as Sean has to search his flat finding things left by the burglars. In the second part of this level you control Sean as he tries to catch things being thrown by the burglars, followed by a Sony advert.

Episode 7: In this, the final episode, Sean takes part in another RPG as he travels around town looking for Susan, the love of his life. Once he has found her, he must then stop off at the chemist before enjoying the game sequence.



▲ The many moves of Dhalsim, lovingly recreated by Charles Burrows.

If all this sounds too difficult, never fear, as help is at hand. Find one of the answerphones that are scattered around the game, and samples of Samuel Beckett will give some helpful clues. Also the game has a password system so that you can record the episode you were on and return to it later. So if Capcom, EA or Sunsoft are interested in producing this game which has undoubtedly potential, if you would like to get in contact, I am sure that we can arrange a deal.

Sean Milligan and Mike Hammond, Worcester

YOB: Don't forget level eight, where e Mr S Milligan and Mr M Hammond are taken from their house, charged with maliciously sending e creepy, unoriginal games design to a fine magazine via Her Majesty's post and given 10 years hard labour.

THE LINE IS DROPPED

Yo YOB

Thought I'd finally drop you a line as I've got some news I'd like you to clear up for me. I was talking to a friend of mine who lives in Japan and after a while the conversation ended up on the topic of computer games.

I mentioned that I had recently bought e Megadrive and was really enjoying playing Streets of Rage. Now get this, she said that she had played it quite a while ago and asked if I had played the sequel called Streets of Rage II: Vendetta. Is this true? If it is, when does it arrive in the UK?

Most Megadrive and SNES

games have animated films based on them. For example, Last Battle - Fist of the Northstar, 3x3 eyes, UN Squadron - Area 88 and Ranna Nibunolchi - Ranme 1/2 to name but a few. When will someone pick up on this and sell these along with the games? Adam W Finch, Birmingham, West Midlands
YOB: There are a couple of firms releasing Japanese films, and most good comic shops stock Area 88 and Fist of the North Star comics. We'll bring you more information about the subject later on this year.

CHEAT! CHEAT! CHEAT!

Dear YOB

I feel that it is my duty to alert you to the fact that Radion Automatic is a national liar. It so happens that he gave e score of 999,990 for Streets of Rage in the Hyper Players section of Megatech. If you are a law abiding person like me you will notice that the score only goes up in hundreds. Therefore, any score ending in a ten is the work of a liar! Yes, that means you Rad and Carl Brown of Bournemouth, who both gave scores ending in a ten. I trust you will take strong measures to deal with these nasty criminals.

While I am writing, I shall say some words that should be an example to all those people that have ever made fools of themselves in this section. The usefulness of a computer or console depends ultimately on what you wish to use it for. For example, if you want a computer

for typing and playing games then an Amiga is suitable. On the other hand, if you just want to play games, then a console is appropriate. Anyway, must fly. I Smith, Bolton, Lancs
YOB: Well, all those concerned have had the Cumberland sausage and shredded red cabbage treatment and are now currently in the toilets eorting themselves out.

MR MATHEMATICIA

Dear YOB

I have something totally uninteresting to say but I'm going to say it anyway. After looking through the MEAN MACHINES complete game guide, I decided to find out the average percentage for games on each console. Here are my results:

NES - 73.6%
Master System - 74.3%
SNES - 68.4%
Megadrive - 74.7%
Game Gear - 72.1%
Gameboy - 77.9%

I'm sure that you all feel better after reading that. Please print this letter even though it's crap, it took me ages to work all the percentages out on my sister's calculator.

Paul Ganley, Bearsden, Glasgow
YOB: Pointless, but interesting.

BACK END ACTION

Dear YOB

I have a suggestion for your magazine, why don't you have a couple of pages at the back of your mag where you say what games are really worth buying. You must know how frustrating it is when you save up for what you think is going to be a really good game only to find out it is complete rubbish when you've bought it. I know that you should have read the review, although sometimes for some reasons you don't have that copy of the mag, or you can't be bothered to go through all your mags to find the specific review. Anyway I hope you take note of my suggestion.

Luke Ruffman, Wokingham, Berks
YOB: Okay, we'll do it in e couple of months.

MEAN YOB!

N James, Tuffay, Gloucester
YOB: Whoever that person was is hopelessly ill-informed and completely and utterly wrong. She should be dunked head first into a bucket of sloppy poo, stripped naked and paraded through her home town with pictures of Perry Como's bottom covering her rude bits.

A BORE

Dear YOB,
The reason for writing this letter is

games players (like me) would have a lot better ideas than them at Sega and Nintendo
Richard Pursey, Ilford, Essex
YOB: Possibly. And it would be open to everyone except people who spit cherry pips at birds.

MONEY, MONEY, MONEY

Dear YOB,
I've noticed that Nintendo have cut their advertising to about once every 2 months on the telly and Sega have jumped into their spot and boosted their morale. Are Nintendo finally seeing that they are not the 'World's Number 1 Games System' and that they are under threat from Sega? And the thing that put them in danger of going bust is their prices, £40-50 for an 8-BIT game. For the Sega you expect a Master System II for £10-35 and a Megadrive game for £30-40.

Tom Evans, Peterborough, Cambs
YOB: You're filling your pens with rusty water. And all for nothing.

THE GOOD, THE BAD AND THE VIDEO GAME

Dear YOB,
I am writing about the debate that video games are bad for children. The adults shouldn't criticise video games unless they actually try the games anyway if they did they would probably get hooked, and then lie and criticise them still because they couldn't face the torment.

Video games are good not bad, they increase our imagination. They increase our eye and finger coordination by about 58%. I think that parents should shut up and they'll find that we don't spend all our free time on them and that we do other things. I, for instance, do a lot of sports, athletics, swimming and reading. My advice is to the adults if you don't like the machines...TOUGH! Thanks for the great mag

Lee McDonnell, Gainsborough, Lincs

YOB: I think both the pro and anti games lobbies should sit down and have a mass debate.

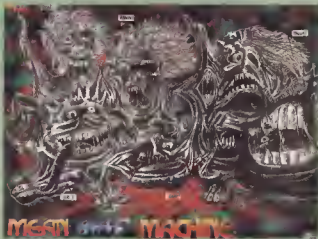
VOICE OF REASON

Dear YOB,
Cast your mind forward another 5 years, and imagine what your letters page will be like. I expect you'll be inundated with things like 'I am the proud owner of a Megadrive (or Famicom) and am considering upgrading to the new 32-BIT Ultra Turbonulter (or whatever).'

When will people ever learn that no matter what machine they own it will eventually be superseded by another more technical machine? Why can't they understand that it's the playability that's most important not the sound quality or the number of colours?

Only the other day a group of us were discussing how the old Atari games were a pleasure to play, and in our minds some of the old classics still beat recent releases in the playability stakes. So look on it this way people, what machine would you rather have, your own trusty Megadrive/Famicom, or a stunning looking, fab sounding machine with the playability of a dead cat? I rest my case
Rob Robinson, Rotherham, S Yorks
YOB: So do I.

▼ A remarkably accurate pic of the team by Ceyhan Djemel.



A FULLY ACTIVE GIRLIE

Dear YOB
I hope you mean, girls are lazy? I have written in several times. I shall say no more on that subject.

The reason I am writing is that I was watching a programme on TV about computer addiction. A lady claimed that some people became addicted to computers. She said that it was dangerous, but I disagree. Even if a kid does play on a console for several hours a day, this does not mean they are emotionally defective loners.

Let's face it, if the kid wasn't playing on his or her console they would probably be watching some mindless drivel on TV while their brains turned to slush. At least as a console your IO is stretched slightly beyond wondering whether Terry Wogan has all his own hair or not.

Have any other readers got any opinions about this?

because I am most bored. My life is a great bore! I have just completed Mario 4 on the Super Famicom after having it for one week. Now while I write this I am listening to Metallica and contemplating either to spit my cherry stone at my cookateel or just commit suicide by swallowing it.

Then while scratching the lower part of my body, and slipping into my mega westie pants(?) I had a great idea. Why don't you hold a mega MEAN MACHINES competition. What the competition would involve would be that the readers of MEAN MACHINES could invent and create their own game. It could be a sports game, RPG, platform, beat 'em up or even a shoot 'em up, anything they like. Then they would send their game ideas on paper into you and MEAN MACHINES could pick the best one.

The prize could be that you give the idea game to Sega or Nintendo and they produce it. The reason for the compo is that I feel that



▲ A super-human job by Anthony Stevens

BACK DOOR

Dear Jazza,

I have been buying your skill mag for ages now and I can't help but notice that you don't review Neo Geo games. I would like to know why? I know the games are expensive but they are also fantastic! Just look at *Last Resort*. I really hope you answer this question as I really need to know.

Also, I heard a rumour that you are given back hinders for reviewing games by certain companies and giving them high marks. I do hope this is a rumour as I will never trust your mag again. *Simon, W Yorks*

JAZ: First of all, as you haven't noticed, we are a Sega and Nintendo magazine, and the Neo Geo isn't a Sega or Nintendo machine. Secondly, don't be so completely stupid. Are you really that thick or what?

I would also like to know if *Castlevania 3* is coming out and if so when? I completed *Castlevania 2* within 3 weeks, and therefore hope, if it comes out, that it will be a lot harder.

I would like to know if you have any information on these paks and when they will be out here, in England. Will there be different game paks available?

Brail Thimble, Guildford, Surrey
JAZ: The game you're talking about is a pirate cartridge made in the Far East. It's completely illegal and your friend should report whoever sold it to him to the Federation Against Software Theft. Their number is 0528 860377. *Castlevania III* won't be out for yonks yet.

YEAST

Yo Jazza,
I am a proud owner of a Megadrive

Fresh back from the European Cup Final and Jazza is faced with yet another teetering pile of questions. Fortunately he's got his special answering rosette on and, as he always does, can come up with all the solutions to your queries. If you've got anything you need to know - and we mean anything - write in to: **PAUL GLANCEY** CERTAINLY GOT OUT OF BED THE WRONG SIDE THIS MORNING THE MISERABLE GIT Q+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU.

MUD FLAPS

Dear Jazza,
I am writing to request the answer to the following questions:

1. Will one of my favourite arcade machines *WWF Wrestlefest* be appearing on Super Nintendo soon?
2. When will Mario 5 be appearing?
3. Have you played the colour Gameboy, and if so, how good is

it? When will it be appearing on import?

4. I terribly dislike idiots who in the May edition of *MEAN MACHINES* (the best console magazine in the world) call themselves *Jake the Snake Roberts* as some idiots did one issue ago (This is not a question).

5. Will Terminator 2 be appearing on the SNES?

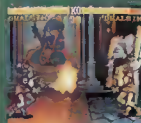
6. Which is better, Super Off-Road (Megadrive) or Super Off-Road (SNES)?

7. Make an overall decision now which is better Super NES or Megadrive (It must be YES or NO)?

Macho Man Randy Savage (Ha Ha Ha Ha), Sarasota, Florida, USA



JAZ: 1. No, 'fraid not. 2. Not until next year - and even then it'll more than likely be a CD-ROM game. 3. No. 4. Or is it? 5. Yes - Christmas. 6. They're about the same. 7. How can I answer that question properly if the answer must be yes or no? Still, you want it so: YES!



HOSE PIPE

Dear Jazza,
I own a SNES help me out I need to know.

1. What is a "Super Gun" and will you do an article on it?

2. Is SF2 on the SNES one player only?

3. Is it true that when the CD-ROM comes out on the SNES the first game will be SF2 Champion?

William Mann, Acton, London

JAZ: 1. A Super Gun is a weapon that the Nazis tried to make at the beginning of last year. Fortunately the parts were intercepted and the project was never completed. 2. No. 3. No.

CAT FLAP

Dear Jaz,

One of my friends at school said that he had bought a 32 in one game pak for the Gameboy. Of course knowing Bobby it was probably a load of rubbish. Two days later, he brought this mystery pak in. Although the games were not like *Castlevania 2*, which I have, I think that they are still quite amusing. Their games range from Tetris to Othello. I think that these games would be ideal for travelling or just mucking around.

I have a few questions for you and your trousers.

1. Have you seen *Mega Lo Mania*? If so what's it like and when's its release date?

2. Will *Sim City*, *Sim Earth* and *Sim Ant* ever come out for the Megadrive? If so what are the release dates?

3. What does the Wondamaga do?

Andy Bond, Doncaster, South Yorkshire

JAZ: 1. It's very good and will be released late '92 early '93. 2. No. 3. All sorts of things.

CROWN JEWELS

Dear Jaz,
I have a few questions for you to answer. Thank you.

1. In the future do you think Sega and Nintendo will join in as one company?
2. Will Streetfighter 2 and Final Fight come out on the Megadrive?
3. If a Megadrive is a 16-BIT machine why are the games 4-BIT and 8-BIT?
4. Will WWF come out on the Megadrive?
5. Your magazine is magic if I may say so.

S. Thomas, Dundee, Scotland



JAZ: 1. Yeah, About the same time as God and the Devil join forces. 2. No. 3. The Megadrive is a 16-bit machine - that means it has a 16-bit processor. Your thinking of 4 and 8 megaBIT - that's the memory size of the game cart. Doh! 4. Yeah. 5. You may.

FIDDLE

Dear Jaz,
I would be very grateful if you could answer my questions which no one has thought of yet!

1. If you were to be playing an RPG on the Mega-CD how would it be possible to save your position, as you can do on cartridge with the battery back-up?
2. You said that it would be better than the Commodore CD-TV but my friends don't think so. Is it?

3. Which do you reckon will be the better machine the Mega-CD or the Super Famicom CD-ROM?

4. I read in one article that the Mega-CD would have no enhanced graphics or sound chips, but then in another article I read that it would have better graphics chips and an extra 8 channels of sound. Could you please explain this as best you can in as much detail as possible?

5. I also read in this Jap magazine (with English text) that Nintendo copied their ideas for the SNES from Sega's Megadrive, is this true?

6. My friend asked me to ask you if there'll ever be a hologram game on the Megadrive like the arcade one?

Bob, South Wales

JAZ: 1. You don't actually save to CD - the stuff is saved to a battery-backed memory bank located inside the Mega-CD itself. 2. Your friends are spazzing - they're completely wrong. 3. Don't know yet because we can't compare them

properly. 4. It has chips allowing it to do different tricks such as sprite scaling - the graphics capabilities are unchanged as such. 5. Of course not. 6. Your friends are absolutely as thick as cake. Doh! Of course there won't be a hologram game on the Megadrive - the arcade machine wasn't a hologram, it was just a trick with mirrors to feel completely brain dead nincompoops like your friend.



BUTTERED BUNS

Dear Jaz,
Please answer these questions because I need the answers desperately

1. I have a Megadrive with six games. I am thinking of selling it and getting a Super Famicom because I am desperate to get

Smesh TV. Do you think I should sell it or keep it and wait until Smesh TV comes out?

2. What do you think of the Sega Arcade Powerstick as I am thinking of getting one if I do not sell my Megadrive?

3. I went into an arcade the other day and saw a game called Captain Commando. I played it and it was brilliant. Is it ever going to come out on the Megadrive, if so, when?

4. Is Streetfighter II or Streets of Rage II going to come out on the Megadrive, if so, when?

Paul Garrett, Orpington, Kent
JAZ: 1. Wait for it, you impatient little brat. 2. It's okay. 3. There are no plans to convert it, and if it was due for conversion it would more than likely appear on Super NES. 4. No and Yes - later this year.



MELONS

Dear Jaz,
I recently bought the official PAL Super NES and have a few questions that simply must be answered (or I'll scream!).

1. When Final Fight is released over here, will it be the original Cody version, or the new and improved Guy version?

2. I know that Turtles are amazingly unlaughable, but Turtles in Time looks great! Are there any plans for a British release?

SAUSAGE ROLL

Dear Jaz,
I am a James Bond fan, and I was wondering if any James Bond games will be appearing on the Megadrive and if so which ones?

Adam Pell, Milton Malsay, Northampton
JAZ: Yeah, James Bond 007 will be appearing on Megadrive later on this year. We'll keep you posted.

WIDE LOAD

Dear Jaz,
A few weeks ago the powerpack on my Megadrive broke down. This was a Spectrum +2 powerpack supplied with the machine. I tried a friend's one and it worked fine until one day when I switched it on I got an off-white screen with flickering black bands. I tried the powerpack on my friend's and the same happened (his had been working fine until now) although when his is switched on you get a Sega message (on some Japanese models). We got a new powerpack but nothing happened. The

3. Is there any further development with the SNES 8-bit adaptor?

4. Although the SNES CD system is still in development are there any definite games that can be named?

Antony Guy, Scunthorpe, South Humberside

JAZ: 1. It'll be the tweaked American nancy-boy peppy version without any girls or black people in it. For some reason Nintendo decided to take those out. Doh! 2. Yeah, later on this year. 3. No - we'll let you know when there is. 4. Nope.



strange thing is that both machines went simultaneously. Both machines are Japanese and my friend's powerpack is official.

Please answer this quick as I'm dead if my folks find out.
Anon, Tralee, Co Kerry, Ireland
JAZ: Sounds like the lads have blown - but I can't be sure. I'm afraid you'll have to send it away to whoever you bought it from to get it fixed.

HOME-MADE GLUE

Dear Jaz,
Would you please answer my questions and I'd be most grateful.

1. Are there any release dates set for Streetfighter II and Super Protobator on Super NES?
2. When I first read the "Super NES 32-meg boards" article in last month's MEAN MACHINES you've kinda got me confused: NEW cartridge system? Isn't the CD-ROM capable of handling 32-meg games after all? Please explain this to me. I'm already thinking you're trying to trick us MEAN MACHINES readers.
Onno Iouwen, Holland
JAZ: 1. They're both available now on Import - they'll be released officially in Europe in October. 2. The CD is capable of handling huge amounts of information - nearly 5200-meg. Cartridges are comparatively small - 32-meg is the biggest yet seen on Nintendo. There's no trick, it's just that the two formats have different memory capacities.

OBOE

Dear Jaz dude,
I am asking you to answer my questions because if you don't I'm going to kill myself

MEAN MACHINES 34

- When will Revenge of Shinobi 2 be released for the Megadrive?
 - Last month's MEAN MACHINE'S gave Terminator 43% when C+VG gave it 94%. So why did you give Terminator 43%?
 - Will there be any Teenage Mutant Ninja Turtle games for the Megadrive and if so when will they be coming out?
 - Why don't Konami make any games for the Megadrive?
 - Will there be Spiderman: the Arcade game coming out for the Mega CD?
 - Will there be any radical cool beat 'em up's for the Megadrive or the Mega CD and if so when.
 - Will there be Sonic 2 coming out for the Megadrive and, if there is, will there be a grey Sonic in it as well?
 - Is it true that Electronic Arts are making a console of their own to beat the Wondermege.
- Sajjad Ithkar, Edinburgh, Scotland
JAZ: 1. Eventually. 2. Read the review, Dumbo - it says why there. 3. No. 4. Because they're Nintendo manufacturers. 5. No, just on cartridge. 6. Yes and no. 7. Yes - more news on that when we have it.

RUSTY WATER

Dear Jazza,
Could you please answer these

questions as my friends and I desperately want to find out the answers!

- Are there any tennis games planned for the Megadrive?
- Are there any new beat 'em ups coming out on the Megadrive as there are hundreds for the SNES (including Street Fighter III)?
- Is there any news on how Megadrive owners will be able to combat the new security chip being placed in cartridges (as mentioned in issue 21), as I own an imported Megadrive?
- Have you seen the new wrestling game called Jessa "The Body" Venture by Dreamworks? If yes, is it any good?
- Will the Secret of Monkey Island II or I, or any Leisure Suit Larry games come out on the Megadrive?

Danny Kelly, Poplar, London



JAZ: 1. Yes - Jennifer Capriati Tennis and Andre Agassi Tennis are both scheduled for later on this year. 2. Streets of Rage II and Fatal Fury are coming out on Megadrive - both of those are very jolly beat 'em ups. 3. No. 4. No. 5. Yes - all on Mega-CD, though.

NUTS 'N' BOLTS

Dear Jazza,
I live in Australia and nobody here knows diddy squat about the Sega Game Gear, so would you please answer my questions.

- When will the Master Gear and the TV Tuner be released in Australia?
 - Will there be a Sonic 2 on Game Gear?
 - Will there be a cable that lets you play Game Gear on the TV?
 - Will the PC Engine GT ever come out in Australia? If so, when?
- T. Sempson, Perth, WA
JAZ: 1. Dunno. 2. Yes. 3. No. 4. No.

LUMPY GRAVY

Dear Sir Master Jazze "King of Consoles",
I would be grateful if you could answer a few questions for me.

- With the new 32-meg cartridge will there be any compilation carts? For instance would it not be brilliant if there was a Paynoale cart containing: Shadow of the Beast, Shadow of the Beast 2, The Killing Game Show and Awesome. And a Bitmap cart containing: Speedball 2, Xenon 2 and Cadaver.
- How much would these cartridges be selling at compared to normal Super NES games?
- When will Konami be releasing Castlevania IV and Super Protobator (Super Contra) officially in the UK?
- Is there any chance of the hit Williams coin-op, Taitel Cernage, on the Super NES?
- With Konami producing Turtles IV: Turtles in Time is there any chance of them producing a conversion of the original coin-op (maybe on a 16-meg cartridge)? Stuart Browning, Bury, Lancs



JAZ: 1. It's not quite as simple as that. CDs are the format destined for compilations, not 32-meg carts. 2. Dunno. 3. Later on this year. 4. Yes - next year. 5. Nope.



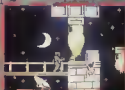
ROBOCOP

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NOW ON YOUR **Nintendo**

Seven levels of muscle-straining reflex-testing, sideways scrolling fury! Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is Robocop 2!

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TIPS

Hiya! This month the Tips Section goes into overdrive with possibly the best selection of tips we've ever produced! What's more, you've doubtless seen the mega tips book on the cover too! What a bargain! Amongst the goodies in this month's section are codes for Mission: Impossible, Top Gear (and Top Racer!), Krusty's Fun House and Spletterhouse II! What's more, the dude known as Martin Phenix has provided a complete map to the Nintendo RPG Swords 'n' Serpents! If you've got some amazing tips you think we must know about, send 'em in to MEAN MACHINES TIPS, MEAN MACHINES, Priory Court, 30-32 Farrington Lane, London EC1R 3AU. If your tips are completely amazing, you could win yourself £150.00 worth of software - all for the price of a stamp. Are we generous or what? Get writing!

Once again, George Nagata's translating skills enabled us to bring these tips to you. Hurray! To get 30 lives, on the title screen press DOWN, DOWN-RIGHT and DOWN very quickly. If you select TWO-PLAYER A or TWO-PLAYER B you get 30 lives for both players! If you fancy teasing your eyes with a stage

TOP GEAR

Carl! Would you believe it? This month we've been deluged with complete lists of codes for Top Gear. Not only that, but we've also got the complete code list for its Japanese counterpart, Top Racer. The thing is, you only need the passwords for the UK course in order to select the whole lot. So, for each skill level try these codes:

TOP GEAR
AMATEUR: HORIZONS

PROFESSIONAL: SEASONAL CHAMPIONSHIP; KEELSON

TOP RACER

AMATEUR: HORIZONS
PROFESSIONAL: SEASONAL CHAMPIONSHIP; VALHALLA



CONTRA SPIRITS

very quickly. Once again, do this on the title screen. This 'cheat' enables you to access a sound test. On the title screen, press RIGHT, DOWN, DOWN-RIGHT and press button X very quickly.

We had another interesting tip

select, press DOWN, DOWN-LEFT, LEFT and START sent in courtesy of... er, someone who forgot to put their name on their letter! Doh! But still, if you fancy doubling up your firepower, follow this cunning tip. The

down-side of this is that you NEED an autofire joy pad for it to work. Its best that you have the spread gun and the laser as your weapons. Right then, enable X as a rapid fire button and keep it pressed down. Now then, whenever you fire, your autofire button will switch between your weapons at high speed, enabling you to fire both weapons simultaneously! Cool or what!



FINAL FIGHT GUY

Here's a little tip translated for us by George Nagata. To get extra energy on this conversion of the spiffy coin-op, on level four just walk up and down in front of one of the white dogs. Your energy level should now start to increase, and just as long as you continue to walk up and down, you should be able to completely refill your energy bar! Excellent!

SUPER MARIO WORLD

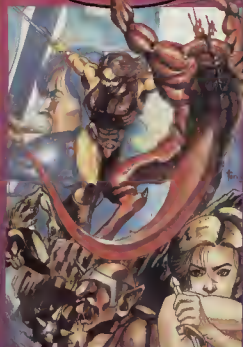
Oh no! Not yet another Mario tip! Argghh! However, this one is quite useful. On the American and British (it might work on the Japanese game - I haven't had time to check that!) versions of the game, you can re-enter castles that you've blown up by pressing L and R (the buttons on top of the pad) together. Once again, I would credit that tip to someone, but about thirty people sent this tip in. Cool!



SUPER NES TIPS



牛奇集



Are there any limits to the translating skills of the man Nagata? Well, perhaps not. This tip has translated for the very poor Battle Blaze enables you to get to a super options mode. Just press down SELECT and then press START. For Infinite credits (yay!) first of all go to the options mode detailed above. Now press X while holding UP then press Y while holding LEFT, then press B while holding DOWN. Finally, press A while holding down RIGHT! And there you are - Infinite credits. Excellent!

SIM CITY

This little cheat gives you loads of money in this topographer's dream of a game. Firstly, get rid of all your money. Set the tax rate at zero and wait until the end of the year. When the budget screen appears, hold down L and exit the screen. Quickly re-enter the budget screen (still holding L) and put all funding level at 100%! You should receive \$999,999 in cold cash! I would credit this tip, but around 17 different people sent it in so I won't bother.



イキ

立体感動作を感じる
60日方式を採用
Formule One game, follow the
emer tip sub... Nagata (again). To travel at
speed over 400 mph, tap the L
and R buttons very quickly



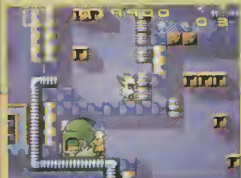


TIPS

KRUSTY'S FUNHOUSE

Yet another game that's been mercilessly tipped! This time the culprit is the individual known as Ray Fawcett from Redhill in Surrey. Well, er... here they are!

- LEVEL TWO: WHOAMAMA
- LEVEL THREE: FLANDERS
- LEVEL FOUR: BROCKMAN
- LEVEL FIVE: SIDESHOW



SWORD OF VERMILION

"I have a cool cheat for Sword of Vermilion," writes the person called Alex Khosrowpour (bless you!) from London. Speak to Bearwulf inside his home in Keltwick. He gives you the dungeon key. Now go and sell it at the equipment shop for 1000 kint! Return to Bearwulf once more and you find that the key has mysteriously made its way into his possession again! Get the dungeon key and sell it again! Repeat the process and loads of cash is yours!



STEEL EMPIRE



This import game, soon to be officially released by Acclaim, has come under the scrutiny of Nicky Lee and his tip-dealing prowess of doom! Follow these tips to make this easy game even more of a cinch.

99 BOMBS

Start the game and on the ship select screen press the following sequence on a controller plugged into port two: C, A, C, A, START, B.

ROUND SELECT

Go to the options menu and move the cursor to the sound test option. Select sound test one twice then select sound test nine once. Now select sound test two once. The round select should now appear.

99 LIVES

Make sure you're in the options menu to get this cheat to work. First of all, change the options to the following: DIFFICULTY: Hard, STOCK: 2, CREDIT: 1, SOUND TEST: 85. Start the game as normal and you should have 99 lives! Yonks!

LEVEL SKIP

Once again, this cheat is activated on the options screen. Change the options to the following: DIFFICULTY: HARD, STOCK: 2, SOUND TEST: 77. Now then, during the game, press B on the pad in port two to skip levels. Like wow!

DONALD DUCK: QUACKSHOT

Another tip here that gives you lots of 1-UPs on this cool Disney tie-in. First grab the Bubble Gum Blaster in Duckberg and enter Dracula's castle. Proceed until you reach a large stack of barrels. Blast the last barrel on the second row to reveal a 1-UP. Now leave the castle, return and get the 1-UP again. You can do this as many times as you like. Refill your bubble gum ammo at Duckberg if you run out. This tip was sent by the man known as Brett Robinson.

MIKE DITKA POWER FOOTBALL

Another Brett Robinson tip, this little code enables you to play the final match of the game as the Buffalo Bills. Hooray! Hooray!

Fyc42u

JOE MONTANA II

Here's a tip from Steven Sherlock of Bognor Regis in West Sussex. Quite cunningly, it lets you create your own password for this talking American Foobie game! All you have to do is receive any password. Anything will do, honest! Now then, record the first three letters and the last two. Now insert the following letters in the middle of your code. And there you are!

FIRST ROUND: R555B
LEAGUE CHAMPIONSHIP: S555D
SEGABOWL: T555H

M1 BATTLE TANK

This tip, again from Steven Gott, enables you to become Invincible on this tiresome tank simulation. All you need to do is press down B, B, C, B, C, C, C, B, C, B, C, B, C, and START. Do this on the demo mode and invincibility is your for the taking.

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This game is definitely the one-on-one beat 'em up available on the Megadrive at the moment. This tip, from Steven Gott of Leeds, allows two players to play with the same character. When the first player selects his character, make sure he presses down UP and A. When player two comes to choose, he'll now have no problem in selecting the same character.



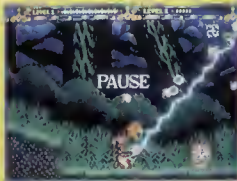
ALISIA DRAGON



Wow! Loads of tips for this excellent platform shoot 'em up, supplied to us by George Nagels and his amazing translating methods of excellence! Follow these instructions very carefully:

Power-up your machine. After the word SEGA disappears hold down A until GAME ARTS disappears. Hold the B button down until GAINAX disappears. Now press down C until MUSIC COMPOSED BY . disappears. When the stars come out of the crystal, press START. There should be a sound to indicate that the cheat has worked properly!

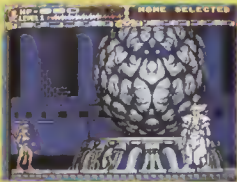
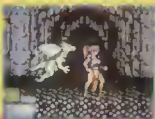
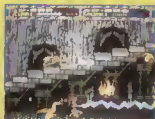
Now, during play, press button C on a pad plugged





into port II. Pressing C again jumps to stage one. B moves you to etege two. Pressing B and C down together warps you to stage three. Push down button A to go down to stage four. Pushing down A and C together jumps you to stage five. If the prospect of traveling to stage six takes your fancy, press those A and B buttons down. If, on the other hand, you fancy a trip to stage seven push A, B and C down together.

But that's not the end of it by half, oh no! While playing, push button A on the pad in port two and follow these instructions. Push B on pad II to return to the action. Push UP on pad I and B on pad II to maximise your hit powers. Push LEFT on pad I and B on pad II to raise the lightning level of Alisie. Now then, pushing RIGHT on pad I and button B on pad II to maximises the powers of the enemy monsters. Pushing the LIGHTNING button on pad I and button B on pad II to power-up your lightning. The MONSTER SELECT button and B on pad II enables you to be immortal. Brilliant eh?



SPLATTERHOUSE 2



So, you've just bought this "gory" effort of a game have you, eh? Well, heres the complete list of level passwords to get you right through to stage eight! Is that stunning or is that stunning? But that's not all, because the sander of these tips, Richard Page from Bingham, has also sent in some tips to get hold of the extre weapons found in the game.

STAGE TWO: EDK NAI ZOL LDL
STAGE THREE: IDO GEM IAL LOL
STAGE FOUR: ADE XOE ZOL OME
STAGE FIVE: EFH VEI RAG ORD
STAGE SIX: ADE NAI WRA LKA
STAGE SEVEN: EFH XOE IAL LDL
STAGE EIGHT: EDK VEI IAL LDL

WEAPONS

The chainsaw is obtained by taking out the garden shears AFTER you have knocked the chainsaw to the ground. This is found at the end of the third stage. Check out the ground on the first board of the fourth stage (in the mist). On the fifth stage, as well as the potassium bricks, there is also a shotgun on the wall on the first board of this level. It's under the acid-spitting gaygoyle



TIPS

ADVENTURES OF LOLO II

Codes ahoi! If you're having problems getting into this puzzle arcade game (like a couple of the more spazzy members of the MEAN MACHINES team were), examine the following codes and off you go!

- | | |
|-----------------|-----------------|
| LEVEL 1-5: PRPJ | LEVEL 5-2: HBKM |
| LEVEL 2-2: PLPY | LEVEL 6-2: HYKL |
| LEVEL 2-4: PGPG | LEVEL 6-5: HTKV |
| LEVEL 3-2: PMPB | LEVEL 7-5: QODD |
| LEVEL 3-5: PDPO | LEVEL 8-2: ORDJ |
| LEVEL 4-2: HPPP | LEVEL 9-2: QZDC |
| LEVEL 4-5: HVKT | LEVEL 9-5: QJDR |

TOTALLY RAD

This amazing tip enables you to claim extra lives! Get to the first green soldier and position yourself so that a massive number of troops are on-screen. Now hold down the fire button and start killing! You should receive an extra life up to a maximum of 13 for every 100 men!

QUANTUM FIGHTER KABUKI

This topper tip lets you swap your chips for energy should you be running low on the precious life-giving commodity! Simply pause the game and press UP to affect the reversal. If you want to do exactly the opposite, no problem! Just pause the game and press DOWN!

LOW-G MAN

This must be one of the most heavily tipped NES games since The Simpsons! This tip from Brett Robinson enables you to get 99 lives! Amazing! Just enter this code:

SHOT

This code enables you to see the end of the game:

YES(HEART SIGN).



MISSION IMPOSSIBLE

Here are a complete list of codes for this tie-in with the classic '60s TV show. Examine the codes below!

- LEVEL TWO, VENICE: HMPR
LEVEL THREE, SYRINX TEMPLE: KMVW
LEVEL FOUR, SWITZERLAND: XDGJ
LEVEL FIVE, SWISS ALPS: TVJL
LEVEL SIX, CYPRUS: OBYZ
COMPUTER CODE: MTKN



CAPTAIN PLANET



We've had the full list of passwords to this for some while now (since we reviewed the game over Christmas in fact), but we weren't allowed to publish 'em! However, we can print them now because James Doherty has eent them in! Hurrah! So, here we go.

- LEVEL 1-2: 763754
LEVEL 2-1: 955783
LEVEL 2-2: 637511
LEVEL 3-1: 148574
LEVEL 3-2: 186565
LEVEL 4-1: 920272
LEVEL 4-2: 799274
LEVEL 5-1: 344551

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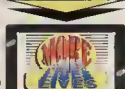
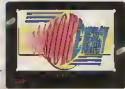
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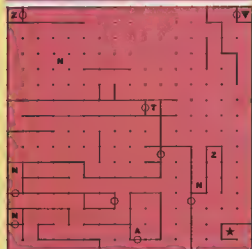
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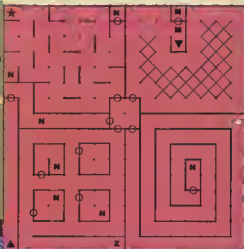
LEVEL 1- DESTINY AWAITS

◀ LEVEL ONE

Collect the Black Crystal and take it to the Old Man. He teleports you to level 13! The Zoom tube takes you to level six!

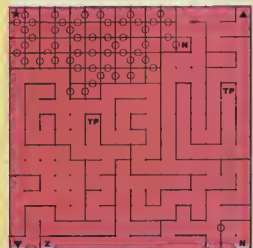
LEVEL THREE ▶

Watch out for the Xi! You MUST use your fight spell to zoom over this particular hazard. Collect the horseshoe and the key.



LEVEL 3- THRESHOLD

SWORDS and SERPENTS

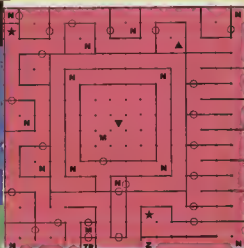


LEVEL 2- ZOOM TUBE



◀ LEVEL TWO

Collect the ruby glasses on this level!



LEVEL 4- SECRET SQUARE

TIPS



T = TEMPLE

A = ARMOURY

★ = SPELL

N = NOTE

M = MAGIC FOUNTAIN

G = GOLD

○ = DOOR / PASSWALL

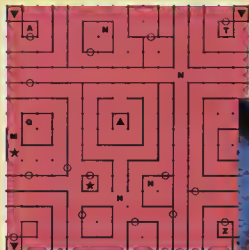
X = BEWARE!

TP = TELEPORTER

Z = ZOOM TUBE

▲ = LIFT UP

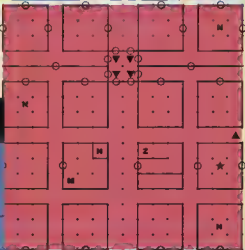
▼ = LIFT DOWN



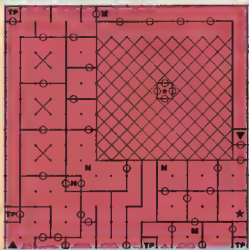
LEVEL 5- HAVEN

LEVEL FIVE

There's not much to watch out for on this level! Just make sure you collect the sword!



LEVEL 7- DEATH

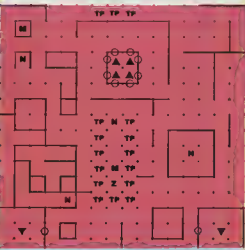


LEVEL 6- SHOCKING TRUTH



LEVEL EIGHT

Cor! A puzzle! The trick here is to use the horseshoe on the pole. Easy



LEVEL 8- RE-BIRTH



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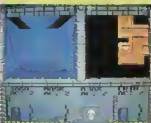
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SWORDS and SERPENTS



LEVEL NINE

Go into Zoom Tube Six Backwards, this takes you to level ten! Wow!

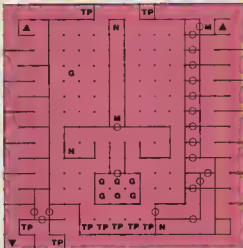


LEVEL TEN

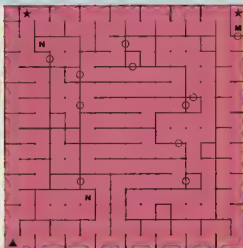
The reward for collecting all of the ruby treasure is a teleport to level fourteen! The Zoom Tube takes you back to level nine

LEVEL TWELVE

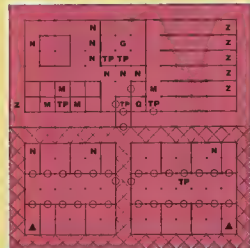
Collect the Black Crystal However, there is no way to progress further into the dungeon. You have to go back to level eleven and find another exit!



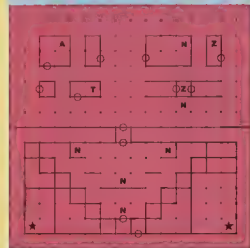
LEVEL 11- SWORD



LEVEL 12- BLACK CRYSTAL



LEVEL 9- END OF THE BEGINNING



LEVEL 10- BEGINNING OF THE END

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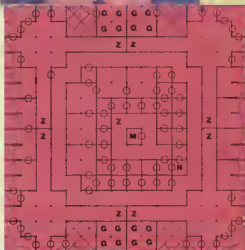
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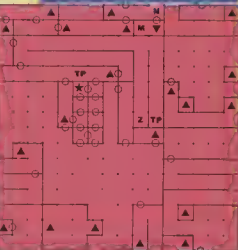
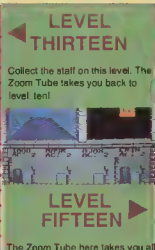
TOPPER CODES

These amazing code enable you to get your hands on some of the most powerful characters in the whole game. This character codes can be used with any game code. As Kris Kross like say, "Check it aaarrhhhd".

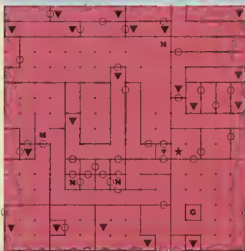
IAGO: HM9NW?
MASK: OGFYIB
AJAX: YM2FI6
ERIN: WFB3AB



LEVEL 13- SECRET LEVEL



LEVEL 15- WELCOME TO "UNDER"



LEVEL 14- WELCOME TO "OVER"



LEVEL 16- DRAGON

Here's a fine level skip option from Ben Lodge in *Stowbridge*. On level five, you must back up as far as you can at the start and bump into the left wall five times and then shoot the right wall five times. The right wall should now vanish. Go in and you see a pad with a key inside. Collect the key by pressing B and then turn to the left wall. This should have disappeared and if you go in you should see an exit or a flashing wall. Go into it to skip to level 7!! At level 75, when you go through the exit you are sent back to level 61. Now it's your task to work your way back to level 90 and kill the Maze Master!

CHESSMASTER

Here's a cool tip for the handheld version of this chess player's dream game! To start the game without your king, and with your first move taken, enter the following code. However, instead of a king, you have a queen (yay!), but she cannot move into check (boo!). This code comes from Stuart Longdon from Camborne in Cornwall. Well then, here's the code!

>H00010v=Nk4.F
kTkTk#t%t%=:ry72

MICKY MOUSE

Andrew Wardman from Tockwith in North Yorkshire has seen it to send in a fab tip for Mickey Mouse on the Game Gear. What's more, since this game is exactly the same as its Master System counterpart, the tip should work on that version too!

To get loads and loads of cans, points and extra lives, go to the library level. Go to the boss but don't get the gem before you face him. Kill the boss and you return to the doors. Repeat the process, collecting all the extra cans and lives you desire! Is that a cunning tip or what?



FREEBALL™



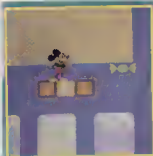
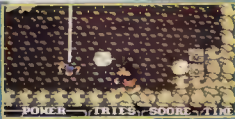
MASTER SYSTEM

THE FLINTSTONES

If, for some reason, you've got this game you might want to make use of this level select cheat, sent in by Paul Joyce from Whinmoor.

On the title screen press UP, RIGHT, RIGHT, DOWN, DOWN, DOWN, LEFT, LEFT, LEFT, LEFT. Now while playing the game press PAUSE and hold down buttons 1 and 2 while pressing one of the following:

UP: Level one
RIGHT: Level two
DOWN: Level three
LEFT: Level four



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SPLATTERH

Splatterhouse II? You might well ask what happened to Splatterhouse II! The fact is, it was never released on the Megadrive—only on coin-op and PC Engine. So all of you who've never seen or heard of it better listen up!

When Rick stumbled across a hockey mask the last thing he expected was demonic possession. But before you could say "horror movie rip-off!", Rick was hacking his way to death central. After miscellaneous dismemberments and more slime than a school canteen, Rick managed to rid himself of the evil spirit contained in the mask.

Now the mask is calling again, and this time Rick feels he must succumb to the madness it inspires if he is to save his girlfriend Jennifer. She has been kidnapped by a demon who is holding her captive on an island. So once again it's crash-bang-wallop, and slash-chop-stab as Rick tries to make his way into the record books as the most unsuccessful pacifist since Attila the Hun.

Beginning in the cozy surroundings of a graveyard, our masked loony must break into the house, make his way to the sewer to save his beloved, and escape before the house caves in. Then the happy couple have to flee the island on a speed boat with an irate octopus in hot pursuit. Rick's mission isn't made any easier by the multitude of mutant zombie-like haunts he every step, and the guardians lurking at the end of every level. Basically, it's a bloody nightmare!



STAGE FRIGHT

Rick begins his mission on the island where Jennifer is being held. There are a total of eight stages to tackle which take him into the house and out again.



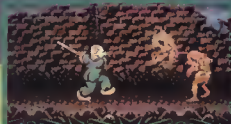
▲ "Are you laughing at my dangers?!"

There is a good deal of hell-raising in the graveyard as undead types come looking for Rick's blood. There is the chance to pick up a metal bar here and get swinging. At the end of the stage Rick has to face up to a slime spewing slug.



LETHAL WEAPONS

Although Rick packs a pretty good punch and a powerful kick, he gets on even better when he's wielding a weapon. Almost anything lying around is useful in vanquishing the minions of Splatterhouse. Grab bones and metal bars to smash the undead to bits, or pick up a shotgun and shoot them from a distance. There is even the opportunity to throw severed chicken heads at the little devils! But the icing on the cake comes at the stage where Rick has to use garden shears and a chainsaw to kill off skinless mutant babies hanging from meat hooks! Wholesome stuff eh?



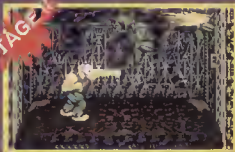
▲ What's on the end of the stick, Rick?



▲ Mutant chicken heads will roll!



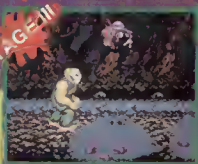
▲ Rick's makes good use of his bone.



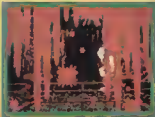
Rick finds himself on an express elevator to hell... going down! This is quite a short stage but no end of demons pounce from above. Should Rick make it to the bottom he comes face to face with one of the stage guardians. Defeat it and watch the scoundrel's eyes pop!



STAGE III



▲ A fish chits up our lovable weirdo

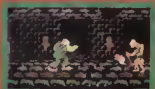


▲ Bloody hell, it's bloody bloody!

Look out for flying fish on this level because they tend to cause the most havoc. Should Rick fall down a hole he ends up in the sewer. Mutant chickens attack from either side down here. A severed head proves a useful weapon against these frightening wild fowl. At the end of this stage Rick tackles the mutant babies with a chainsaw.



▲ Rick tackles mutant babies and chickens



▲ Rick prepares for a grope in the library.

Finally Rick makes it into the house. As he makes his way through the library he has to fight off severed arms that lunge from behind shelves. Then he enters the chemistry lab where the mad



▲ Rick ends rampant chicken of doom!

A very short level in which Rick is chased by an octopus as he heads to the house. He also has to contend with various zombies keen to get their mitts on him.



▲ See kids, chemistry can be fun!



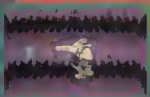
scientist throws fire potions at him. Rick has the opportunity to pick some of these up himself and do the same. When he has killed the scientist, Rick moves on.



▲ Rick with his girlfriend...



▲ ...or is this his girlfriend!



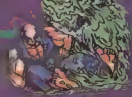
COMMENT



RAD

I was a big fan of the original coin-op and after the spliffing PC Engine conversion I was hoping for something really good on the Megadrive. Sadly, I must admit to being

disappointed by this. The graphics are nice and gory, but unfortunately the game is marred by unresponsive controls and slow gameplay. The collision detection also leaves something to be desired if *Splatterhouse II* was much faster and much more responsive, the poor animation and similarity between the levels could have been forgotten in the veritable slap-test of gore-type proportions. As it stands, ardent fans of the original coin-op might find this fun, but I think that most 'beat 'em up' fans will be disappointed.



STAGE V



▲ Rick panders joining in the activities.

At this point in the game Jennifer pops up from a hole in the ground and is quickly groped back to hell by the demons that dwell within. Rick then has to fight flying apertions in order to progress to the next stage.

STAGE VI



▲ "You're a diamond you are!"

Having defeated the nasty fellows on the last stage Rick jumps into the hole that his girlfriend was dragged back down. It is in fact a portal which leads to a gigantic crystal. Break through this, and Jennifer appears safe and sound.

STAGE VII



▲ The happy couple enjoy a spot of fishing.

Although Jennifer is safely in the hands of her masked psychopathic boyfriend, the mayhem doesn't end yet. The house has started collapsing and they must escape as quickly as possible. So it's back to the elevator making sure to avoid the falling planks of wood on the way up. Then it's out of the house and into a speedboat to escape the island! And all because the lady loves... e loony!



▲ More of the problems dungarees get you into.



COMMENT



ROB

Made in much the same style as slasher movies like The Evil Dead or Friday The 13th, Splatterhouse II boasts gory graphics, as the screen shots clearly show. But while the graphics are impressive, what the pictures can't convey is the standard of animation and playability in this game. Unfortunately it's very poor. Rick walks like he's wearing a pair of roller skates, and when he jumps it looks like he's being kicked up the rear by the invisible man! The joyed response is also naff, and it left me feeling I was never really in control of the game. Another criticism I'd throw at this is that although it's challenging, it is also frustrating. Don't get me wrong, I'm all for a game that's tough, but in the case of Splatterhouse II the difficulty is all down to stupid programming. It ruins the flow of the game and leaves you with the desire to splatter your Megadrive! What had potential as a highly amusing slice 'em up is in fact a very disappointing game with little but great graphics in its favour.

SPLATTERHOUSE 2

© 1991

UPPER

PUBLISHING

THE HOUSE OF THE DEAD

FRENCH

BY: NAMCOT

PRICE: £44.99

RELEASE DATE: AUGUST
GAME DIFFICULTY: MEDIUM

LIVES: 3

CONTINUES: INFINITE

SKILL LEVELS: 1

RESPONSIVENESS: POOR



PRESENTATION 87%

Atmospheric title screens introduce the eerie story. A handy password system is also included.

GRAPHICS 80%

Very impressive artwork, with some really gruesome effects. The putrid colours suit the mood perfectly, the animation is awful.

SOUND 88%

The Gothic strains of the music fit in well with the visual action. Some queasy sound effects too.

PLAYABILITY 74%

The control response is very slow, leaving you feeling pretty helpless in a tight spot (of which there are a lot).

LASTABILITY 67%

The slow response and gameplay flaws make this difficult to complete, but you get frustrated rather than feel the urge to keep at it.

OVERALL 73%

Behind the great graphics is a flawed and rather frustrating beat 'em up. With better playtesting this could have been a classic...

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FERRARI GRAND PRIX CHALLENGE



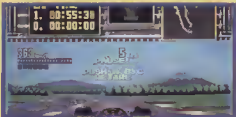
Most of us are happy with a four door jalopy and follow the highway code, but there are a select band of madmen who enjoy getting behind the wheel of a Formula 1 racing machine and suffering very uncomfortable G-forces at dangerously high speeds.

Ferrari Grand Prix Challenge cuts out the cheek-wobbling danger but brings everything else you would expect from the Grand Prix season. As well as the standard sixteen circuits there are four fictional ones designed to help develop racing skills and experience. Competition is furious so taking advantage of the construction option is vital for success. There is the chance to change tyres, suspension, wings, brakes, engine and transmission. Players face a total of 16 opponents eager to make sure you're the last to see the checkered flag.

To drive Murray Walker to bursting point there is an option allowing racers to challenge a rival or go head-to-head with a friend. But before rookies become a serious threat on the track, they've got to get to grips with their car, and the 16 gruelling circuits spanning the globe. But most of all, they've got to get used to other racers whose idea of Sunday driving is warped to say the least.

SPANNER ALERT!

Okay, so you might not know the first thing about constructing a Formula One racing car but don't worry because things are made very simple. At the top left of the screen are car stats which change as you move the selection arrow. The amount of speed, grip and durability changes depending on the component that you choose. It is best to start with automatic transmission until the car's handling becomes familiar, but switching to manual gear control provides extra speed. Only by trying different controls will budding mechanics figure out what is best for them, and in the words of Graham Taylor, 'You've got to experiment, haven't you?'



PIT-IFUL

On the screen there is a damage indicator. When part of the car goes for a Burton, the damage indicator starts flashing. This doesn't mean you have to stop, but if the car isn't in optimum condition, performance is bound to suffer. Sensible fellows make a beeline for the pits to change the offending article, but make haste, because hanging around there too long could cost you the race.

MEAN MACHINES 58

COMMENT



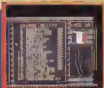
ROB

This title follows not on the heels of Super Monaco GP II and comparisons are inevitable. The pre-game options are great, but unfortunately once you're into the race itself it

quickly becomes clear that that's the only thing this has got going for it. It's a very dull game and the playability is very poor. The graphics are boring and do nothing to invoke a feeling of speed or excitement. The control method is also pretty tedious and once you've got the hang of changing down a few gears before the bends, the whole process gets a bit routine. In the end I wasn't too interested in completing the 16 courses, let alone the four bonus tracks. Only in the head-to-head two-player mode does this game succeed in providing any amusement at all - and even that's not a heap of fun. If you're thinking of taking to the circuit, Super Monaco GP II is miles and miles better in the graphics, sound and playability departments.



▲ Choose your Grand Prix circuit!



▲ Pick rank, and customize your car!



WEATHERING THE CHANGES

In the Grand Prix championship there is nothing anyone can do about the weather conditions. But in the time trial and practice modes a player has strange spiritual abilities which give him the opportunity to experiment with the weather. This in turn effects the road conditions and temperature. Driving in all weather conditions is the best preparation for the unpredictability of the Grand Prix.



▲ Sunday driving on an English summer day.

GRAND CHALLENGE



▲ A line up of eight interesting mutants.

CHARACTER REFERENCE

Rather than race anonymous nobodies, all opponents have established themselves in some way. Each of them possesses certain strengths that are worth remembering when you come bumper to bumper with them. A While is considered the best driver on the circuit, but look out for guys like S Hendro who are difficult to go past, or J Nolan who is especially adept in bad weather conditions. Each racer is also a member of a team. The teams fall into four ranks. The cars in rank D are the easiest to drive and those in rank A are the hardest, but rank A cars yield a much faster race for experienced drivers.



▲ This gal has no relevance to the game whatsoever.

DOUBLE TROUBLE

Should you get fed up with the regular style of racing, there is a split-screen two-player option which gives a player the opportunity to race a computer competitor or a friend. Racing simultaneously in this fashion means that the opposing drivers on the GP circuit can be teased up individually. It also means a lot of fun thrashing your mates, or being thrashed by them!



▲ Chase the racing cars ahead!



▲ Good qualifying times make all the difference.



COMMENT



RAD

Ferrari GP Challenge - graphics, sound and gameplay. There's hardly any background to speak of and the other cars are incredibly badly drawn. The 3D update is jerky and completely unrealistic and the still screens between races are dull. The sonics follow this trend of horror, with a terrible droning engine noise and hardly anything else to keep your ear drums occupied. But worst of all is the gameplay. The car slides all over the road in a style more befitting a hovercraft than a high-performance car, stopping dead whenever it comes into contact with an object instead of just losing speed or even flipping right over. The challenge level is low because the opponents are complete baboons, and the final straw is that all the construction options have little or no effect on the car's performance bar the gearbox. If you're after racing thrills, make sure you avoid this at all costs.

To say Ferrari Grand Prix Challenge is a travesty of programming would be to tell the truth in no uncertain terms. Ferrari GP obviously attempts to mimic the recent spate of super-detailed racing sims, such as Exhaust Heat on the SNES and Ayrton Senna's Super Monaco GP II by including a host of car design options and a load of tracks to race on. However, there are three things wrong with



MEGADRIVE

REVIEW



牛詩集



BY: FLYING EDGE

PRICE: £39.99

RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM

LIVES: N/A

CONTINUES: NONE

SKILL LEVELS: 1

RESPONSIVENESS: SAD

1-2
PLAYERS



PRESENTATION 90%

Tons of options including a save position system for the GP, two-player mode, car customisation and lots, lots more!

GRAPHICS 44%

Uninspiring in-game graphics which do nothing to evoke the furious pace of Formula One racing. The 3D update is very jerky.

SOUND 42%

Woody tunes and sound effects. When the car crashes it sounds like someone sneezing!

PLAYABILITY 49%

Steering is unrealistic, leaving you feeling you're not in complete control. Much of the gameplay becomes routine after a while.

LASTABILITY 33%

The 20 circuits and two-player option should keep you going for a while - if you're prepared to put up with the gameplay.

OVERALL 45%

An excellently presented game with some good ideas ruined by poor in-game graphics, lack of gameplay realism and naff playability.



CASTLE FROG

Many of the creatures on this world have strange desires - practical jokes played upon them by Mother Nature if you will. For instance, lemmings throw themselves off cliffs, elephants walk five thousand miles to a specific spot before dying, dogs aren't happy unless they're sniffing each other's bottoms and frogs like to climb towers in the middle of the sea! Yes, whilst frogs have a reputation as fun-loving pond-dwelling amphibians, they actually spend their lives compelled by their genetic coding to climb to the tops of ruined lighthouses and the like, avoiding the evil creatures that dwell within.

Castellan is the story of one such frog, named Binky. In order to fulfil his life and die happy, Binky must make it to the top of eight towers via a denuded outer staircase. Unfortunately many of the stairs have crumbled away, making the use of lifts and tunnels through the buildings essential for success. As Binky climbs, the view of the tower rotates, keeping him in sight at all times, and handily allowing him to see the way ahead too! Binky must reach the top of each tower before his biological clock runs out and he loses one of his three lives.



▲ Completing a level leads to this bonus screen.



▲ Lordy me, it's a winking frog.



▲ More bonus screen hilarity for our froggy chum.

A GOOD HARD FROG

Binky may have a bit of a soft name, but he is surprisingly hard. When hit by enemies, instead of simply receiving hideous injuries, Binky merely drops a level or two down. Sadly, there are no steps below our froggy chum, the fall could last until he lands on a solid surface, or until he hits the water and drowns. Binky isn't for an amphibian: the only thing other than running on water, Binky can kill Binky is Binky.



GRABBING YOUR JEWELS

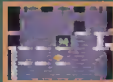
Although Binky's quest may appear pointless, it is not without reward. Every time he completes a tower, he is warped to a new level. Here, he leaps, jumps and frolics as only a frog can. He can grab occasional enemy, leaving the many pits of the myriad floating islands. A very jewel boosts Binky, which puts him on the an edge of when enough jewels have been scored. If Binky takes it to the end of these levels, he is awarded a time bonus, on how long the level took to complete. However, if he dies, he is awarded a time penalty. If he dies, he is awarded a time penalty. If he dies, he is awarded a time penalty.

COMMENT



I didn't find this quite as irritating as Radion did, mainly because I've played this game several times before and know the screen layouts and danger situations. But what he says is true - there are some annoying flaws which if removed could have made a good game into a great one. Collision detection is poor, the controls are sluggish and some of the baddies aren't situated as well as they were

in the original versions, which means that you're often guaranteed certain death unless you know exactly what's coming up. Without these giggles this would have been an outstanding, utterly addictive puzzle game - just like the original version. As it is, though, it's an enjoyable, challenging, but flawed game which some might find too frustrating to be worth persevering with. Give it a go before you buy.



▲ Using lifts is an essential part of frog behaviour.

CLIMB-Y FISHER

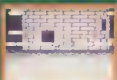
Negotiating the sheer faces of each tower is trickier than you might think. There are many gaps in the stairways which can only be crossed in one of three ways. Firstly, small gaps of one step are easily jumped using your froggy hopping abilities. Sometimes there is a lift block which raises you to stairs way above your head, although you must beware of flying enemies when using these. Lastly, there are tunnels. These cut through from one part of the building to another. However, you don't know where they lead to until you go through, it may be an essential doorway which aids your quest for the summit or circumvents some particularly nasty nasties, or it could be a trap leading to nought but a long plummet to the sea.



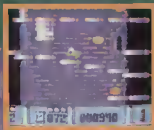
▲ Star-type excitement awaits.



IAN



▲ Don't fall off the bottom of the tower.



▲ Mind the oranges Marlon!



▲ It's that bonus screen again!



▲ An invincible star chase Binky.

SHOOTING YOUR LOAD

Binky isn't utterly defenceless. It's a little known fact that, whilst standing still, frogs are able to shoot small balls of slime from their feet. Binky can do this by pressing the jump button whilst stationary. Some enemies are stunned by this action, others are destroyed (some of these reincarnate themselves on the next highest platform) and others are unaffected. It's important to learn what effect your attacks have on each enemy, or you could meet a sticky end.



COMMENT

Castelian has been out for years on computer formats under the name of Nebulus, and as it was so popular I was really looking forward to a super-smooth console conversion. Unfortunately, whilst Castelian isn't a real dog, it doesn't live up to expectations. The real problems lie, as always, in irritating gameplay flaws. The old dodgy collision detection rears its ugly head again, and in a game

where one hit can mean the difference between success and failure it's really inexcusable. Castelian also moves a bit slower than it should and it's hardly what you could call ultra-responsive. The main downer, however, is the presence of an unavoidable death syndrome. This places you in positions from where there is no escape. This wouldn't be so bad if it just drained an energy bar, but being constantly prevented from reaching the top of a climb because of one invincible enemy who always gets in your way is so-o-o frustrating. Also, having to repeat the early levels every time you run out of credits is a proper pain, surely it couldn't have been too difficult to put in some sort of password system? If you're on the lookout for a new puzzle game with a bit more emphasis in arcade skills than most Castelian might be your game, but try it out before parting with any cash.



CASTELIAN



BY: SALES CURVE

PRICE: £35.99

RELEASE DATE: AUGUST

GAME DIFFICULTY: MEDIUM

LIVES: 3

CONTINUES: 2

SKILL LEVELS: 2

RESPONSIVENESS: SLDW



PRESENTATION 70%

There's options! There's a title screen! There's nothing else to speak of!

GRAPHICS 72%

Main sprite is ok, the backdrops are a bit samey but otherwise fine. The tower rotation is impressive, but the other sprites are crap.

SOUND 73%

Choice of fairly good tune or sad effects to accompany your travels.

PLAYABILITY 75%

An intriguing game style which is highly enjoyable, but features some frustrating flaws too.

LASTABILITY 62%

Eight towers aren't going to last forever and there won't be much to draw you back once it's been completed.

OVERALL 73%

Another sorry tale of wasted potential. Not bad, but could have been polished up into something really special.

REVIEW

Frogs have a reputation as carefree young things hopping about from one lily pad to another, the most strenuous event in their lives being the odd jaunt across the road. Sadly, the halcyon days of Froggar are gone, and todays frog needs to move with the times. In keeping with the technological age, lily pads have been replaced by high-rise multi-storey pads made out of concrete and placed, not in a local pond for children from a nearby primary school to tend, but in the middle of the ocean.

As one of today's get-ahead amphibians, it is your job to hop to the top of each of eight major pads to prove your worth to the webbed-foot community. The target lowers in this mission however are harder to climb than moel. For starters, they're all infested with evil frog-hating beasts, and the platform and staircase arrangements which usually make things easy have been all but destroyed.

Still it takes more than this to put off our brave green hero in this platform-cum-puzzle game from the Sales Curve. Use your leaping and platforming abilities as well as your brain to work out the best route to the top of each building before the timer runs out.



COMMENT

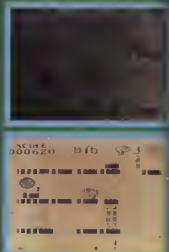
I must confess to being disappointed with this. The sluggish nature of Pogo the frog results in progress being made incredibly frustrating. In some cases you practically need to be a clairvoyant to avoid the baddies, because Pogo doesn't move fast enough to get out of their way! Consequently the emphasis is

JULIAN

appears and learning the steps to avoid it, rather than using your skill and reflexes to dodge hazards. Once again, with a little more playtesting this could have been a perfect Gameboy title. As it stands it's a fun, but very frustrating platform game which some people may find just too annoying to be worth bothering with.



Climbing each tower is more than a matter of hopping up some stairs or taking an elevator. Although there is a spiral stairway leading up to the top, a number of sections are missing from it. Your frog traverses these in a number of different ways. Small gaps are jumped with the aid of your inherent leaping abilities. Lift blocks are used to transport froggy to a higher level, although their range is usually pretty limited. Finally, there are tunnels, which allow the green wonder to walk through to the building and exit at some other point. Sadly, you never know where you're going to come out until you try the door, so you may skip a large gap or troublesome group of enemies, or you might come out into empty nothingness, plummet a long way in to the water and die.

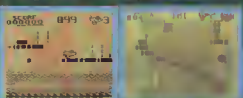


CASTELL



**DANGER
FROG**

The world of today's amphibian is fraught with violence. Luckily, the frog under your command has learnt to handle himself when things turn rough, so it isn't all that bad. The enemies in Castellan can't kill you directly, all they can do is cause you to drop a level or two down the tower if they come into contact with you. Although repeating parts of levels drains your timer, as long as you keep collisions down it's nothing too horrendous. That is, unless you are dropped into the water, which contrary to popular amphibian belief, kills you. Your frog can defend himself against certain enemies however, using his bait-projecting skills. When stationary, a single press of the jump button shoots forth a white goblet which is capable of destroying stunning or doing nothing at all to his opponents depending on their strength.



▲ Pogo takes a stairway to heaven.

INBETWEEN DAYS

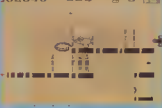
In between towers your green skinned pal is warped to a bonus level. This is played across a load of platforms, with pits awaiting underneath. Scattered around this landscape are any number of fatty points-bestowing jewels. Collect these to make your frog a happy frog, and cement his pleasure by reaching the end of the bonus level intact. Do this, and any time remaining on your clock is carried over to your game timer for the next round, allowing him to take a more scenic route to the top during his next life only.



SCORE 01420 859 3 1



SCORE 02040 828 3 1



SCORE 03050 849 3 1



... and a social stage and collectibles

... and lots of

... of bonus points!

COMMENT



RAD

Castellan is one of those games which should make a perfect Gameboy title. It's simple, fuss-free gameplay is ideal for gamers on the move. Unfortunately, Castellan is prevented from reaching its true potential as a Gameboy classic by all the same flaws as the NES version also reviewed this issue. Although the graphics and sound are satisfactory and the design of the game is fab, there just hasn't been enough playtesting. The collision detection is more accurate than the NES title, and the game moves much faster too, but the unevadable death problem is twice as bad. At any time, a super-fast enemy might appear and head towards you at such a speed you can't even turn around to run for safety before being hit. Needless to say, this tends to put frustration levels through the roof. Also, your frog seems to have some sort of nervous or muscular disorder, as he often takes it upon himself to jump for no reason at all. Perhaps this would be bearable if it didn't mean him leaping lamming-like into the water half the time. The old problem with having to re-play early levels is here too, where is that password setup? Castellan isn't a bad game, it just could have been so much better. To coin a phrase, try before you buy.

GAMEBOY

REVIEW



牛詩集



BY: SALES CURVE

PRICE: £19.99

RELEASE DATE: OUT NOW

GAME DIFFICULTY: HARD

LIVES: 3

CONTINUES: 2

SKILL LEVELS: 2

RESPONSIVENESS: OKAY



PRESENTATION 68%

Some options, but very little else

GRAPHICS 72%

Decent enough sprites and backdrops. The tower rotation is highly impressive

SOUND 71%

Tunes or effects, the choice is yours (although the effects aren't very good)

PLAYABILITY 70%

Quite a laugh to play for short periods of time, but it's loaded with niggly frustrations

LASTABILITY 62%

It might take a while to complete, but once it's finished it won't have you returning

OVERALL 70%

A reasonable puzzle/platform hybrid which would have benefited from

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WIN A

GAMEBOY



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HYPER SOCCER

Picturify if you will, a pig farming genius from the 19th Century. While his contemporaries were happy to eat bacon for breakfast and roast pork for supper, this chap dreamed of creating something magical from a pig's bladder. And then one day it hit him - "I know, I'll cut the bladder into strips, stitch it together, and inflate it!" Fellow pig farmers were not impressed, and complained that the roundness of the object meant it kept rolling off the frying pan. Quite understandably, this concept of football took some getting used to.

Back in the here and now, Konami bring Hyper Soccer to the NES. And there isn't a pig's bladder in sight. Instead, there are 24 teams representing as many nations, each with their own strengths and weaknesses. Players can slide tackle, attempt diving headers, and even try for an overhead kick. When such skills have been acquired, a player can try his luck in the tournament.

Should this fail to provide enough tension, there is always the penalty kick competition to test nerve as well as skill. On top of that, the two-player option opens up the chance to threaten a friend. Developing passing skills to utilise strikers, quick reflexes to save goals, and intelligent middle of the park strategy are all important in unlocking the key to soccer success. And to think all this started with a pig's bladder! It's a funny old game!



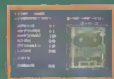
COMMENT



ROB

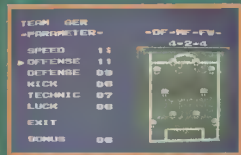
Being a keen football player as well as football fan, I naturally looked forward to this Konami soccer sim. Unfortunately, like a lot of its predecessors, this game fails to present a

realistic impression of the game. The worst end most frustrating aspect is the game logic. I was impressed with the choice from 24 teams, each of varying skill, but once you're in the game there is no real difference. Teams like Japan are remarkably good against a side like the Germans. This is because the computer is perfect at tackling, even playing as the worst sides. This means that a lot of games end up goal-less and boring. Oh, and be warned about the penalties afterwards - the computer has an uncanny knack of reading where you are going to place the ball every time. Where I did find entertainment was in the two-player mode because playing a friend cuts out many of the problems I encountered playing the computer. Players still might kick for no reason at times, but you feel a bit more in control of the proceedings. The variety of options in Hyper Soccer promised much, but at the end of the day it's let down by poor logic and poor playability.



YOU'VE GOT TO EXPERIMENT

Once a team has been picked, an options screen appears with information on the teams' strengths. It gives the player the opportunity to improve on their side's speed, offensive and defensive capabilities, kicking power, overall technique, and (very sensibly) luck. Bonus points are awarded with which to do this, so deciding on what areas to improve depends on the teams weaknesses and the strengths of the opposition. There is also the chance to choose the team formation here.



▲ The Hun decides on how to humiliate opponents.



▲ More ruthlessly efficient German football.



SUDDEN DEATH

If a game becomes a load of goal-less middle of the park scraping, or if there is a score draw, the game goes to penalties. Each team has five attempts to score, and if things are still square after that it goes to sudden death. Basically a player chooses where to place the ball and the goalkeeper has to take a guess at where he thinks the kicker has chosen. Unfortunately goalkeepers can't use Gobelair tactics to put the penalty kicker off.

REVIEW



THE RIGHT MOVES

Anyone who plays football knows that good control and a fine repertoire of moves is important to get the better of the opposition. In Hyper Soccer there are a number of such moves to master.



THE BOX KICK

Controlling the ball in the air is an important part of any football game. Mastering the ability to head the ball in the box is essential if a team is to capitalise on crosses. If the ball is in the air but a little too far to head on the spot, it's worth trying for a diving header



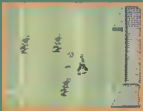
THE BICYCLE KICK

Not easy to do and it rarely comes off, but it's just about the most impressive kind of goal to score. It also proves useful when sweeping the ball out of your own half.



THE VOLLEY

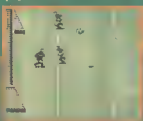
This move, like the bicycle kick, depends on timing and position. It is often safer to attempt a header, but if caught right it's likely to hit the back of the net before the keeper knows what's hit him.



▲ England launch an attack on the Dutch.



▲ Taylor's donkey tactics pay off!



▲ Keepers out! Keepers ball!

COMMENT



JULIAN

just don't make themselves available for moves and always seem to be in the wrong place at the wrong time, which makes the proceedings frustrating. The graphics and sound are also very average, and the end result is a soccer game which provides little in the way of fun - even with two players.

I was really hoping that I wouldn't have to write another comment that says, "Oh no! Not another disappointing Nintendo soccer game". But here it is. Oh no! Not another disappointing Nintendo soccer game. It's not quite as bad as Nintendo World Cup and Goal!, but Hyper Soccer is still poor. It's well presented, but sadly it's let down by flawed gameplay and dreadful player logic. Your man



▲ High-scoring game between Germany and Columbia(!).



KONAMI

SOCCER

PUSH START

TM AND © 1988

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LICENSED BY NINTENDO

BY: KONAMI

PRICE: £29.99

RELEASE DATE: OUT NOW

GAME DIFFICULTY: MEDIUM

LIVES: N/A

CONTINUES: N/A

SKILL LEVELS: 1

RESPONSIVENESS: NOT BAD

1-2
PLAYERS

PRESENTATION 87%

An excellent range of options presenting an opportunity to mould the team and introduce more tactics

GRAPHICS 68%

The still screens are well drawn but the in-game animation and graphics are very mediocre. There is no in-game clock either

SOUND 55%

The game tunes begin to grate very quickly the sound effects are utterly useless

PLAYABILITY 66%

The game logic makes for frustrating play. Moving players into teckies can be an awkward business

LASTABILITY 67%

The two-player option may entertain for a while, but playing the computer proves frustrating and boring

OVERALL 66%

A disappointing game which has some good options, but is ultimately let down in the all-important playability stakes

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Garry Kitchen - a name to instill fear in the heart of evil Johnny Foreigner. Who is he that he should have this Gulf War simulation named after him? A courageous tank platoon leader? Or perhaps a General, overseeing the land war strategy? No, Garry Kitchen is in fact the creator of Donkey Kong.

Super Battletank is a souped-up remake of Garry's ancient Atari classic, Battletank and pitches the budding tank commander right in the middle of the Gulf land war. The action follows actual military strategies in disposing of tanks, helicopters, SCUD ailes and, once the main mission is accomplished, enemy strongholds alike. Remember, CNN is counting on you.



GARRY KITCHEN'S

SUPER BATTLETANK WAR IN THE GULF

FIDDLING WITH YOUR WEAPON

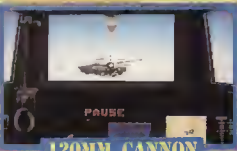
Your tank comes up against some pretty heavy opposition, so it's just as well that there are a number of top class weapon systems available to the player, all of which are detailed below.



▲ General Faïmen prepares the troops.

LASER-GUIDED FIRE AND FORGET MISSILES

These are the ultimate in hi-tech smart weapons. Target your victim until the crosshairs flash, meaning the missile has locked on. Then, press the trigger and watch the rocket streak and zig-zag around until it hits its prey. However, laser-guided missiles are hard to come by and can always be confused by anti-missile defences such as chaff.



120MM CANNON

The main armament of your tank - a law hits from this and your enemies should bite the dust. The cannon can be angled upwards to a possible 10 degrees from horizontal, allowing the gunner to fire a straight, low shot at a point-blank target or lob a high one at targets over two miles away. However, even at the highest angle it's pretty much impossible to hit helicopters. Keep an eye out for your limited ammunition reserves, or you may find yourself in real trouble.

7.62MM MACHINE GUNS

The main bonus points of the machine guns are their huge ammo supply and their uncanny ability to target anything on the screen. Sadly, their range and power is a little lacking and they have a tendency to overheat when used for protracted bursts, meaning many cooling-time-related hi-jinks.



▲ A scud missile launcher comes into range.



▲ He shoots... He misses...

COMMENT



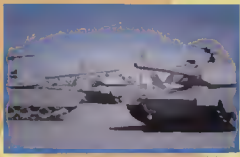
We were all ready to get excited over Super Battletank when we saw the early screenshots. It must be said that the graphics are nothing short of stunning, smoothly

RAD

animated and highly detailed. The sound is pretty good too, although the constant engine noise does get a bit annoying and a tank wouldn't have gone amiss. Sadly, this is just about all Super Battletank has going for it. Although the graphics are great, only a tiny amount of the play area is visible at one time through the minute windscreen of the tank. Also, the action is very easy. Drive over to an enemy. He then zooms towards you, guns a-blasting then turns and drives away. This action is repeated, regardless of whether your foe is a tank or helicopter. There is never more than one target attacking at one time, thus no tactics are required at all. Sadly, the attacks on major enemy targets consist of little more than targeting a series of muzzle-flashes before your tank is destroyed. There are only ten missions, all of which are more or less the same, and no password system, so you have to repeat the seven-dollar first levels every time you play. Battletank was all very well on the old Atari, but a lot more is required for a machine as sophisticated as the Super NES. This is neither action-packed enough to be a good shoot 'em up or deep and realistic enough to be a simulation.

SMOKE SCREEN

Releasing the smoke screen provides excellent defensive cover. The smoke disorientsates your opponents, leading them to cease fire. Take advantage of this by using your range indicator to help you target them by blindsight and attack uncontested. Hurreh!



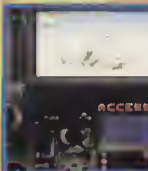
▲ Fun and frivolity at the Skoda owners club.



▲ The Abrams Battletank has an enemy in its sights.



▲ It's bombs away!



▲ The allied base hoves in to view.



▲ A strategic glow in the dark tank...

DIGITAL DESTRUCTION

If some of the graphics, particularly the intermission sequences, look very realistic, it's because they are. In fact digitised pictures of both models and real military equipment. Certainly, the sequence when your tank rolls into a friendly base almost lives up to the praise heaped upon it in the instruction book. Also, to take the atmosphere even further, each mission is undertaken at a different time, meaning varying light levels, from daylight to dusk to dawn. Obviously, playing during daylight is easy enough, but pitch black night time makes a lot of targets very difficult to spot against the rolling dunes of the horizon.



▲ Further discussions at the Skoda convention.



▲ ...gets blown up!

BACK TO BASE-ICS

Friendly bases are essential in some of the tougher missions. These havens offer free repairs to any Allied Forces tank commanders, handy, given that your tank only withstands five hits. Those kind chaps at the command post also reload all your weapons systems in preparation for whatever trials await you. However, due to supply rationing, only one visit is allowed per mission, so it's best to save this for before you tackle the end-of-mission boss.



COMMENT



JULIAN

I remember the Atari VCS version of this years ago, and it was good, simple blasting fun. In trying to make this more complicated, somehow the programmers have lost that

fun. Because you take on targets one at a time in what is basically very simple and straightforward combat there's insufficient action and excitement to get your adrenalin going. Another downer is that there are only ten missions which are all very similar but graphical differences, and once you've eused the tank control it takes very little time to go all the way through them. The graphics and sounds are certainly excellent, but it's a shame they're wasted on this rather dull and limited tank game.



▲ Plenty of battle action for the Abrams.



▲ The hated Noel Edmonds comes under fire.



▲ Mission information and a map of the war zone.

MAP IN THE BOX

Pressing the B button calls up your campaign map. This shows a general overview of the battle area, including your position, the position of enemy tanks, choppers, SCUD launchers and minefields. Once these are all destroyed, the secondary target, if there is one, is also indicated. The location of any friendly bases in the vicinity is also shown, for easy repositioning fun and frolics.



▲ Extract from a Kuwait holiday brochure.



▲ The Benidorm beach patrol are out in force.



▲ Two members of the owners club in conversation.

THANKS TO...

Console Concepts for supplying us with this copy of Super Battletank. For more information on the game, or other import games, call them on 0782 712759.

MAKING THE BOX



BY: ABSOLUTE
PRICE: £39.99

RELEASE DATE: IMPORT
GAME DIFFICULTY: EASY
LIVES: 1
CONTINUUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: TANK-LIKE



PRESENTATION 80%

Groovy animated title screen, intermissions and fab in-game presentation, although the play area is far too small.

GRAPHICS 83%

Great sprites, but they are all the same, and the background is hugely repetitive.

SOUND 79%

PLAYABILITY 57%

Yessssss. The same dogfight over and over again. One or two plays is enough to put most people into a coma.

LASTABILITY 52%

Groovy animated title screen, intermissions and fab in-game presentation, although the play area is far too small.

OVERALL 56%

A nice-looking game which doesn't deliver in the playability stakes. Avoid at all costs.

SHEKHANA

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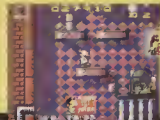
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Those dirty rats! They've invaded Krusty's Fun House and are going about their rodent business of chewing it to bits. Unless the furry maniacs are quickly caught and summarily put to death, Krusty faces life in a cardboard box! While some might argue it serves him right for being so obnoxious, Bart, Homer, Sideshow Mel and Corporal Punishment are ready to lend a hand by manning the rat traps. Seems like an easy enough task? Well it would be if the traps weren't in such awkward places.

Fortunately for Krusty, there are a number of useful blocks, pipes, blowers, and super springs littered about the house, which, if picked up and organised properly, should send the pesky rodents to meet their maker. But rats aren't the only creatures making Krusty's life a misery - Venom Vipers, Pink Flying Pigs, Laser Aliens and Glent Gooey Birds harbour in every floor, waiting to jeopardise Krusty's rat-exterminating antics. Things are made more confusing by secret rooms and passages, some of which need locating before Krusty can graduate to the next level. As it stands, Krusty has got a lot of clowning around to do before he puts the fun back into his Fun House.



KRUSTY'S FUN HOUSE



KRUSTY'S TOOLS

There are a whole range of objects to aid Krusty in his bid to rid the rooms of their furry inhabitants. Rats are only able to climb over things one block high. For this reason players have to keep their wits about them and act quickly, because things can go wrong in an instant. Knowing which apparatus to use and where is something that comes with practice.

BLOCK: This comes in handy as a step over which the rats can trundle. It is also useful for Krusty when there is something just too high for him to reach normally. Blocks can hang right on the edge of things, and by using a few of them to create steps - which are perfectly safe even though they blatantly defy gravity.

BARRELS: These can't be picked up. Instead Krusty kicks them. They come in useful for blocking pipes and preventing rats from going where they shouldn't.

BLOWER: The greatest advantage of a blower is that it sends rats flying up in the air. If positioned correctly, a whole series of blowers can direct the little rodents to otherwise unreachable platforms.

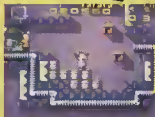
PIPE CORNER: Rats often find themselves travelling through pipes. A pipe corner is useful to fill a gap in a pipeline or in creating an entirely new route.



VERMIN DISPOSAL



Placing objects in the right place at the right time can be a tricky operation, and when things keep going wrong, hacking your head off seems like an appealing option! Realising the dangers of this, the programmers have ensured that when the rats finally find their way to the trap, their annihilation is a spectacular affair. Watch with glee as 20,000 volts brings the furry monsters to a shocking end, or the knockout performance as they are squashed with a boxing glove, and the bubbling *poée de resistance*, being inflated to bursting point. Corporal punishment even pops up to ast the little blighters! Should Krusty make a mistake that can't be rectified it is possible to leave the room and try again, but this does cost a life so think before you fluff!



▲ *Sideshow Mel operates the cunning device that disposes of the rat during this colourful level.*

COMMENT



JULIAN

This wasn't quite what I was expecting from a Krusty game, but I'm glad Acclaim have taken an original approach rather than go for a bog-standard platforma and adders type game like many big-name games of recent months. The puzzle action is totally absorbing and the gameplay is beautifully balanced to draw you in slowly and get you prepared for the cleverly designed, but horribly puzzles that lie on later levels. The sound are both excellent, but they're very to the gameplay. Puzzle games are very popular, but I urge you to give me you scratching your head and frustration, then running around the stage with delight when you work out puzzle. It'll also keep you weeks - which is more than your average platform game will do! Check



ROB

I think I'll probably one of the last people on earth who hasn't seen an episode of *The Simpsons*, but it's the quality of this game is anything to go by I'll make a concerted effort from now on. When I first slammed the cart into the machine this looked like a straightforward platform game - but it's not, it's also a puzzle game, and a brilliant one at that. The graphics and the gameplay ensure that the ideas are executed. Sprites are well drawn and the controls are responsive, very playable game. As you graduate levels, clearing the rooms of rats progressively more difficult. It is this that kept me donning my hat and having another go. Watching the plot in all manner of ways is sweet when you finally get it right. I suppose Krusty's Super Fun House a puzzle platform game... well, whatever you want me!



BY: ACCLAIM
PRICE: £39.99

RELEASE DATE: IMPORT
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: NONE
SKILL LEVELS: 1
RESPONSIVENESS: GOOD



PRESENTATION 85%

Krusty and those pesky rats introduce themselves on the title screen. The password system is invaluable.

GRAPHICS 88%

The animation of the characters, especially Krusty, is just like the cartoon. The backdrops enhance this effect.

SOUND 87%

The funfair style tunes are cheerful and suit the mood perfectly. Excellent sound effects as well.

PLAYABILITY 90%

Getting used to the controls doesn't take very long, and the control responsiveness is about perfect.

LASTABILITY 90%

While the early levels are pretty straightforward, the game quickly gets taxing.

OVERALL 90%

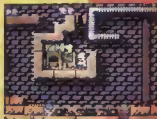
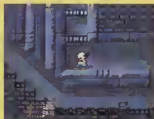
A highly original game that's combines two genres perfectly. It's as Simpson as that



With a name like his, you might be forgiven for thinking Krusty the Clown spent his days living in a squal wearing a leather biker jacket, drinking cider and not belting, but he is in fact a jolly children's TV presenter.

Krusty also owns Springfield's main tourist attraction (apart from the temperamental nuclear power plant), his very own Super Fun House. Sadly, there are a number of visitors who have chosen to make their stay more permanent, namely a colony of rats and Krusty wants rid of them before they ruin business. He has enlisted the help of the Simpsons family and some of his own hapless employees, and situated each one at the controls of one of his hi-tech rat traps. Now it's Krusty's job to lure the rats to their doom.

This is not as simple as it sounds, being a Fun House, Krusty's pad is composed of many platforms, pipes which suck rats through to the other end of their length, aliens, flying pigs and other hazards, all of which conspire to stop the rats meeting their maker. The thing is that the rats can only climb anything which is their height or lower, so Krusty must position blocks to help them on their way. Being stupid, the rats obediently plod along in one direction until they hit a solid or tall object, upon which they about face. Kill every rat in each room of the Funhouse and Krusty's financial future is assured, fail and the lovable lunster will probably end up back in the slammer.

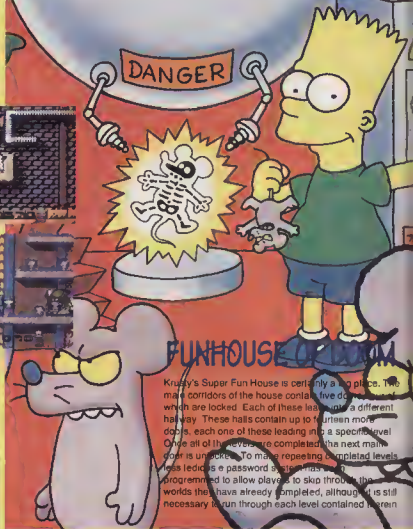


▲ Your task is simple! Guide the rats from the alert location around the maze, negotiating the many hazards. Then herd them into the Machine of Doom and that's the level complete!

THANKS TO...

Thanks to the guys at Console Concepts of Stoke for sending us Krusty's Funhouse so promptly. If you desire information about this, or any other game, why not give them a call on 0782 712759?

KRUSTY'S SUPER FUN HOUSE



Krusty's Super Fun House is certainly a big place. Two main corridors of the house contain five doors each, two of which are locked. Each of these leads into a different hallway. These halls contain up to fourteen more doors, each one of these leading into a specific level. Once all of the levels are completed, the next main door is unlocked. To make repeating completed levels less tedious a password system has been programmed to allow players to skip through the worlds they have already completed, although it is still necessary to run through each level contained therein.

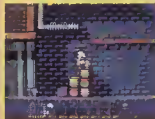
SUPER NES REVIEW



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VIVA LA DIFFERENCE

There are virtually no differences between the Megadrive and SNES versions of Krusty. The only thing we can spot is that the Megadrive version moves ever so slightly slower than its SNES counterpart.



▲ A fine reward from the man himself!

COMMENT

From the screenshots, Krusty's Super Fun House looks like yet another SNES platform game, but in reality it has a lot more going for it. The graphics are detailed and colourful and

RAD

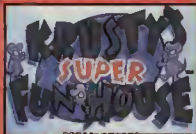
move very smoothly and the number of fittingly cheesy soundtracks accompany the game perfectly. All the work that has gone into the presentation pales in comparison to the game itself, however. Krusty works as a sort of Lammings in reverse, with the on-screen Krusty acting as guide to the rats. The difficulty level is beautifully graded, so each level gets progressively harder, ranging from really obvious to 'I-I don't complete this level-again-I'm-going-to-go-mad, although the frustration level is surprisingly low, probably thanks to the jolly comedy theme of the game and hilarious background details. Running just a little faster than the still-excellent Megadrive game, Krusty's Super Fun House is a truly essential purchase which should take pride of place in your shopping list over the usual tired shoot 'em ups.

COMMENT



JULIAN

Like the Megadrive version, Krusty is a superb puzzle/platform game. The gameplay is horribly edictive, the graphics are full of neat touches and the very jolly tunes and effects suit the oilbaat atmosphere perfectly. It's one of those games that really makes time fly - you sit down and start playing and then the next time you look away from the screen, you suddenly realise you've been playing for hours. There's little more I can add to what I said in the Megadrive review, except that this is a puzzle game that no self-respecting Super NES owner should be without.



BY: ACCLAIM

PRICE: £39.99

RELEASE DATE: IMPORT
GAME DIFFICULTY: MEDIUM
LIVES: 3

CONTINUES: NONE

SKILL LEVELS: 1

RESPONSIVENESS: GREAT



PRESENTATION 85%

Well presented password option and loads of cartoon intros. In-game presentation is tops

GRAPHICS 88%

Small but detailed sprits, loads of colour, gorgeous shading and very smooth animation

SOUND 87%

Cheesy tunes and good quality effects, although they're a little sparse

PLAYABILITY 90%

Pinpoint controls make getting into the game easy, and it's instantly addictive. So there

LASTABILITY 90%

There are five long worlds full of lava, and some of the puzzles will have you going for ages

OVERALL 90%

An original and inspiring title which shows you can teach an old genre new tricks



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For we British, the game of tennis conjures up the scent of strawberries waiting across a Wimbledon lawn, the dulcet tones of Dan Maskell and the luscious ranting of spoilt rich kids. What it doesn't conjure up is the memory of British competitors holding the cup. Gits! It's always the same old story; a first round triumph, a second round humiliation!

Now there's the chance to put the Greet back into Britain! Well, erm, maybe not, but there is the chance to serve, volley, slice and lob in an attempt to win the Grandslam tournaments. Competitors have a number of options open to them. They start by creating a player and giving them certain strengths and weaknesses. Then it's off to the training ground to practice a few shots before entering an exhibition match. When players feel they've sussed out both racket and opposition, it's time to enter the Grandslam circuit.

Grandslam Tennis has both singles and doubles action, and of course the essential two-player mode. All players are seeded according to their abilities. In exhibition mode the opportunity to choose opponents gives newcomers the chance to see what they're up against. Could you be the soul that saves Britain from international ridicule? One thing's for sure - we need new balls please!

PLAY!

Any tennis fan could tell you that there is more to the game than simply getting the ball over the net. Newcomers must learn to put in a powerful serve, a strong forehand and backhand, delicate well-judged lobs, and a devastating smash. The distance the ball travels depends on whether backspin or topspin is used (up and down on the D-Pad). Likewise directing the ball cross court relies on accurate use of the D-Pad. Gaining confidence on court takes time, so it's well worth using the trainer mode before plunging into a match.



▲ More options! More options!

GRANDSLAM

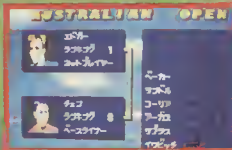
SOWING THE SEEDS



Each competitor in Grandslam Tennis has a seeding. You can choose to play as any of them, and in exhibition matches you also get to pick the opponent of your choice, so it's possible to play two of the same player. The seeding system means that the male number one seed is best and the female number twelve seed is worst. When you've beaten everyone as the number one seed, try doing it as the number two seed and so on.



▲ Options! Options! Get your options!





COMMENT

Super Tennis on the Super NES is one of the office all-time faves, so I was with great trepidation that I loaded up Grandslam Tennis. Thankfully, it's a high quality sports sim with accomplished graphics and gameplay. The sound isn't bad either with digitized speech for the umpire as he keeps score (although his voice sounds decidedly strange). As far as playability goes, Grandslam Tennis

RICH

scores pretty highly. Just like Super Tennis, control of the ball is very intuitive, leading to some exciting rallies. But as Rob said, your player sometimes doesn't seem fast enough to catch the ball (just like the real game I suppose). Although it lacks that magical edge that made Super Tennis an instant classic, Grandslam Tennis is well worth adding to your cartridge collection.

TWO'S COMPANY

Grandslam Tennis really comes into its own in two-player mode. It is possible to play against a friend in the singles, team up with them in the doubles, or oppose them in the doubles. This two-player action is likely to lead to lots of enthusiastic ranting about chalk dust, and the words "You cannot be serious!" are more than likely to enter the conversation.

SERVICE 1ST AGE 2 FAULT

スコア	80%	80	81
残り	66%	88	88

1 2 3 POINT

スコア	0	-	-	00
スコア	2	-	-	00

▲ Some useful service stats.

DOUBLE FAULT

▲ Naïf players make easy money here.

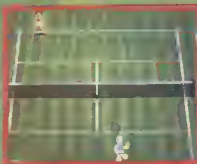
▲ Players also mould bowls from the court surface.

COURT APPEARANCE

Most of us are familiar with the lush green courts of Wimbledon, but in Grandslam Tennis there are hard and clay court surfaces as well. A grass court means the game is faster so reactions must be quick especially to serves. A hard court causes the ball to bounce more, so an intelligent use of spin is necessary to keep it down. A clay court is slower than the other two, resulting in longer rallies. Anticipating your opponent's next shot is important if you're to make a good return.



REVIEW



▲ Back to the merry lewms of Wimbledon.



▲ A racketeer enjoys a half-time orange.

COMMENT

A tennis game on the Megadrive is long overdue, and when one finally arrives, my expectations were high. It was a relief then that Grand Slam Tennis is a success! This has got

everything the budding racket fanatic could ask for. The options are vast, with useful ideas like the training mode and player make mode and the chance to compete in one-off matches or the whole Grand Slam circuit. Most importantly though, the game manages to capture a sense of realism, this is down to well-programmed game logic. The ball responds perfectly to topspin and backspin, lob and smash, making the gameplay very believable. Getting into the feel of the game takes practice, but once I was comfortable with my newly-acquired skills, the challenge of the game kept me coming back. One small criticism I'd make is that the characters are just a little bit slow, and this can frustrate when you know where a ball is going but can't reach it. But where this game is doubly a success is in two-player mode. Playing a living opponent inevitably leads to furious arguments, whinging, jeering and plenty of fun! Stock up with strawberries and cream now!

ROB

SLAMMING

Players confident enough with their state of play are ready to enter the Grand Slam tournament. The Australian Open kicks off the whole show, but success in the American, French and British Open is the only way to become a Grand Slam legend. Remember as well that the courts have different surfaces, so practice on all three types in exhibition matches is invaluable.



▲ A player goes for a first class first service.

THANKS TO...

Thanks to the guys at ICE for sending us Grand Slam Tennis so promptly. If you desire information about this, or any other game, why not give them a call on 0302 340079?



BY: TELENET
PRICE: £34.99

RELEASE DATE: IMPORT
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUOUS: N/A
SKILL LEVELS: NONE
RESPONSIVENESS: GOOD



1-2
PLAYERS

PRESENTATION 91%

The range of options is superb. There is an essential password system and useful trainer option.

GRAPHICS 82%

Decent, nicely animated sprites. But they have an irritating habit of constantly swinging their pants!

SOUND 84%

Nice intro tunes and some pretty good sound effects. The umpire announces the score in a deep booming voice!

PLAYABILITY 86%

Realistic ball movement makes it very easy to play. The players are a bit slow though.

LASTABILITY 89%

Winning the Grand Slam as number one seed is hard enough. Going down the ranking makes things tougher. Loads of challenge.

OVERALL 85%

A very worthy tennis game for the Megadrive, and one that sports fans won't fail to enjoy.

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ORIGINAL COIN-OP RELEASE: 1980
ORIGINAL COIN-OP BY: NAMCO
ORIGINAL COIN-OP HISTORY:

GAME: Guide PacMan around a series of mazes avoiding the four ghosts and eating the dots. Clear the screen of dots and you move on to the next, tougher screen.



▲ Power pills enable Pet to fight back against the ghosts.

PRESENTATION 67%
GRAPHICS 53%
SOUND 57%
PLAYABILITY 87%
LASTABILITY 71%
ACCURACY TO COIN-OP 96%
OVERALL 79%



▲ Pac edition abounds as our spherical hero chomps his way completing level 1.



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ASTEROIDS

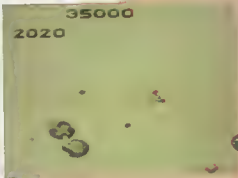
ORIGINAL COIN-OP RELEASE: 1979

ORIGINAL COIN-OP BY: ATARI

ORIGINAL COIN-OP HISTORY:

A very early vector graphic arcade machine developed from an even earlier game called Space Wars. It went on to spawn two sequels: Asteroids Deluxe and Blasteroids.

GAME: The player's space ship is stranded in a densely packed asteroid field. Blast them all away to stay alive—or die trying!



▲ The larger asteroids split into small rocks when hit. These smaller asteroids travel faster so watch out!

This is a great version of Asteroids which plays almost identically to the original coin-op. The stark black and white line-drawing graphics of the coin-op have been replaced by more up-to-date solid fill sprites (I think that's a shame, but then I'm a purist), but the sound is very similar. Gameplay is tough, with three levels to challenge you, and there's also two-player teamwork and competition modes to add extra compelling appeal. Excellent stuff - highly recommended.

PRESENTATION 89%
GRAPHICS 78%
SOUND 74%
FLATABILITY 80%
LASTABILITY 80%
ACCURACY TO COIN-OP
76%
OVERALL 84%

THE BOY

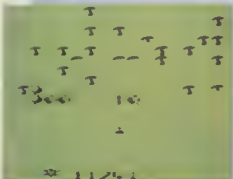
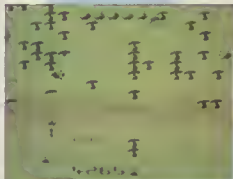
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CENTIPEDE

**ORIGINAL COIN-OP RELEASE: 1982
ORIGINAL COIN-OP BY: ATARI
ORIGINAL COIN-OP HISTORY:**

A moderately successful blaster which used a rollerball control system for quick play. Later used a sequel called Millipede.

GAME: The garden has gone mad! Blast away at rogue centipedes, snails and lins as they head down the screen.



▲ Blasting mushrooms enables you to get a clearer shot at those creepy crawlies.

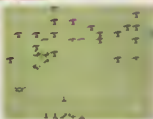
**BRACCOLADE
PRICE: \$24.99**

MISSILE COMMAND

**ORIGINAL COIN-OP RELEASE: 1982
ORIGINAL COIN-OP BY: ATARI
ORIGINAL COIN-OP HISTORY:**

Like Centipede, the original machine used a rollerball control method. It was very popular, especially with highscore freaks who could literally play for days on one credit.

GAME: An enemy missile attack is imminent and you've got to save six cities from certain doom by using anti-missile missiles launched from two bases located either side of the screen.



COMMENT

Two players are a good high-speed fire-and-shoot play that's not very challenging and difficult and secondly, the playfield of the original has been shrunk down and frequently play feels cramped. Another thing to be worried about is that it's not very challenging even on the top level - and after a while the relentless and unchanging gameplay gets dull, even with the two two-player modes it offers.

**PRESENTATION 85%
GRAPHICS 41%
SOUND 78%
PLAYABILITY 68%
LASTABILITY 45%
ACCURACY TO COIN-OP 80%
OVERALL 59%**



COMMENT

Although the three missile bases of the original coin-op have now become two, plus the graphics have been brought up to date (I do think original graphics should be used if possible - after all, these are supposed to be conversions), this is a great version of the original machine. It's addictive, fun and is very challenging on later levels. A classic that's well worth looking out for.

**PRESENTATION 78%
GRAPHICS 75%
SOUND 79%
PLAYABILITY 86%
LASTABILITY 81%
ACCURACY TO COIN-OP 70%
OVERALL 83%**

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MR DO!

ORIGINAL COIN-OP RELEASE: 1983
ORIGINAL COIN-OP BY: UNIVERSAL
ORIGINAL COIN-OP HISTORY:

A very original coin-op which, long with *Temple of Doom*, spawned a whole new genre of underground crawling games like *Boulderdash*.

GAME: Mr Do is trapped underground. He must complete each screen by either eating all the strawberries or squashing or shooting all the monsters.



▲ Mr Do can use the apples to crush the marauding maze dwellers but care must be taken because they can also finish you off too!



COMMENT

Typical of the 1980s Mr Do! certainly was appointed to fill that all too common void. It sounds very similar to the coin-op and program. Others haven't quite got the gameplay 100% right and with a little more playtesting and reference to the original machine it could have been just that. That's not to say it's bad though. Those who don't remember the 1983 coin-op so well will find this a thoroughly enjoyable, fast, frantic and highly addictive game which looks as fresh today as it first did back in '83.

PRESENTATION 89%
GRAPHICS 87%
SOUND 86%
PLAYABILITY 88%
LASTABILITY 83%
ACCURACY TO COIN-OP 80%
OVERALL 86%

HAND-HELD SPECIAL

BY: MINDSCAPE
PRICE: £24.99

MARBLE MADNESS

ORIGINAL COIN-OP RELEASE: 1984
ORIGINAL COIN-OP BY: ATARI
ORIGINAL COIN-OP HISTORY:

Yet another rollerball-controlled coin-op, this was the first game to appear on Atari's short-lived System 7 format (Peter Packrat and Indiana Jones and the Temple of Doom were two others). Its amazing graphics and stereo FM sound were revolutionary at the time.

GAME: Guide your marble across six different landscapes before the time runs out.



COMMENT

Quintessential! This is basically a perfect, black and white version of the original machine. All six levels of the coin-op, the graphics and the sound have been squeezed into a Gameboy cartridge to create one of the best arcade conversions around. Okay, so the control method takes a bit of getting used to, but otherwise this is the tops.

PRESENTATION 74%
GRAPHICS 90%
SOUND 88%
PLAYABILITY 90%
LASTABILITY 85%
ACCURACY TO COIN-OP 98%
OVERALL 89%

HAND-HELD SPECIAL

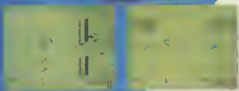
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GAUNTLET

ORIGINAL COIN-OP RELEASE: 1985
ORIGINAL COIN-OP BY: ATARI
ORIGINAL COIN-OP HISTORY:

One of the first four-player coin-ops in history Gauntlet broke records as the biggest-earning coin-op of its time as players took the role of their favourite character and plundered the never-ending dungeons for treasure.

GAME: Enter the scrolling dungeons, blast the baddies, plunder the treasure and find the exit.



COMMENT

Another incredible conversion from Mindscape! All the graphics, sounds (including sampled speech and noises) and gameplay from the original coin-op have been crammed into this, and the end result is stunning - a miniature black and white Gauntlet coin-op in the palm of your hand. The simultaneous two-player option is the icing on the cake. A must-buy!

PRESENTATION 87%
GRAPHICS 90%
SOUND 94%
PLAYABILITY 93%
LASTABILITY 90%
ACCURACY TO COIN-OP 98%
OVERALL 91%

BY: TAITO
PRICE: £24.99

QIX

ORIGINAL COIN-OP RELEASE: 1981
ORIGINAL COIN-OP BY: TAITO
ORIGINAL COIN-OP HISTORY:

Critically acclaimed but just too weird for mass appeal, this became a cult hit the instant it was released.

GAME: Complete each screen by filling it 75% or more with your colour before you get knocked by the Qix.



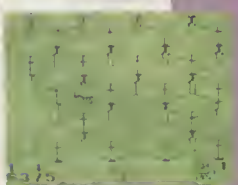
BY: MILECO
PRICE: £24.99

Q-BERT

ORIGINAL COIN-OP RELEASE: 1983
ORIGINAL COIN-OP BY: COLUMBIA
ORIGINAL COIN-OP HISTORY:

Totally original in a way that even today it has become very popular. In the early 80s, the format is now being revisited by a lot of other Super NES.

GAME: Jump from one square to another and change them all to the right colour to complete the screen. And don't get caught by the snakes!



▲ The action blurs as Q-Bert leaps to avoid the evil snake

COMMENT

I always loved Q-Bert, and this version is absolutely superb! The control takes a bit of getting used to (the arcade game had a diagonal 4-way joystick), but once you've got the hang of it, this is an addictive and thoroughly enjoyable game which will keep you at your Gameboy for weeks!

PRESENTATION 89%
GRAPHICS 87%
SOUND 88%
PLAYABILITY 93%
LASTABILITY 89%
ACCURACY TO COIN-OP 91%
OVERALL 90%



▲ On later levels, squares require Q-Bert to jump on them up to three times to change them to the correct colour.



▲ That load of lines is the Qix. That little blob is you. Weird.



Qix is an original and very weird game, even by today's standards. The challenging, but abstract gameplay is very much a matter of taste - some will love it and some will absolutely hate it! Personally I like it, but if you are interested I do stress that you should definitely give it a go before buying.

PRESENTATION 76
GRAPHICS 68%
SOUND 53%
PLAYABILITY 84%
LASTABILITY 78%
ACCURACY TO COIN-OP 92%
OVERALL 61%

B/R TAITO
PRICE: \$24.99

CHASE HQ

ORIGINAL COIN-OP RELEASE: 1988

ORIGINAL COIN-OP BY: TAITO

ORIGINAL COIN-OP HISTORY:

An original twist on the racing theme, this first ever police pursuit game caused a mini sensation when it was released. It spawned a number of successful sequel called Special Criminal Investigation GAME: Race after an escaping felon in your high-powered sports car and bash him off the road before the time runs out.



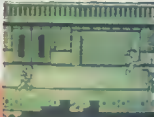
▲ Crap 3D, rubbish handling and poor graphics - Chase HQ!

COMMENT

Unrealistic graphics, awful 3D, hopeless controls and dreadful gameplay make this the crappiest version of Chase HQ I've ever seen. It's almost impossible to avoid cars at high speed and the way the car handles is a joke. It slides off the road at the merest hint of a bend. A dreadful game which should be avoided at all costs.

**PRESENTATION 81%
 GRAPHICS 45%
 SOUND 69%
 PLAYABILITY 43%
 LASTABILITY 28%
 ACCURACY TO COIN-OP 68%
 OVERALL 31%**

HAND-HELD SPECIAL



▲ Crap 3D, rubbish handling and poor graphics - Chase HQ!

B/R TRADEWEST
PRICE: \$24.99

DOUBLE DRAGON

ORIGINAL COIN-OP RELEASE: 1983

ORIGINAL COIN-OP BY: TECHNOS

ORIGINAL COIN-OP HISTORY:

A milestone in beat 'em ups, Double Dragon spawned a million clones with its revolutionary two-player action and never-before-seen moves.

GAME: Billy (and Jimmy if you play twoplayers) must travel to the bad side of town, take on a huge gang and rescue their pol. It's combat all the way.

B/R TRADEWEST
PRICE: \$24.99

DOUBLE DRAGON II

ORIGINAL COIN-OP RELEASE: 1986

ORIGINAL COIN-OP BY: TECHNOS

ORIGINAL COIN-OP HISTORY:

Unfortunately this sequel was far, far too similar to its predecessor to make any sort of impact. It also looked very dated, especially since beat 'em ups had evolved a long way even in that short space of time.

GAME: Like the original, only this time Billy and Jimmy's pol is dead and it's vengeance they're after.



▲ Cr - Chase HQ!

EXPLANATION

This little game is a miniature masterpiece of the arcade era. It's a few inches, but with its two players, it's one of the toughest opponents. It is one of the best beat 'em up games you will certainly play. Although it's not so bad as Double Dragon II, it offers better thrills and spills.

**PRESENTATION 81%
 GRAPHICS 87%
 SOUND 84%
 PLAYABILITY 89%
 LASTABILITY 79%
 ACCURACY TO COIN-OP 84%
 OVERALL 83%**



COMMENT

Even better than the original, with better graphics, sound and gameplay all conspiring to provide the best beat 'em up challenge yet seen on the Gameboy! There's little else to say, really, except that if you're a fan of combat games, it is an essential purchase.

**PRESENTATION 88%
 GRAPHICS 87%
 SOUND 82%
 PLAYABILITY 90%
 LASTABILITY 87%
 ACCURACY TO COIN-OP 84%
 OVERALL 88%**

HAND-HELD SPECIAL

BY: IREM
PRICE: \$24.99

R-TYPE

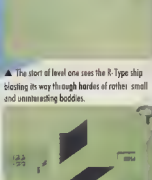
ORIGINAL COIN-OP RELEASE: 1988

ORIGINAL COIN-OP BY: IREM

ORIGINAL COIN-OP HISTORY:

Although the horizontally scrolling shoot 'em up format was nothing new, R-Type's fantastic graphics and stunning gameplay guarantee it instant classic status.

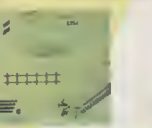
GAME: Guide your R-9 fighter against the mighty Byda Empire in this horizontally scrolling progressive shoot 'em up.



▲ The start of level one sees the R-Type ship blasting its way through hordes of rather small and unimpressive boddies.



▲ The R-Type must blast the hollow orb in order to send this ring of residuals on their merry way.



BY: MINDSCAPE
PRICE: \$24.99

PAPERBOY

ORIGINAL COIN-OP RELEASE: 1984

ORIGINAL COIN-OP BY: ATARI

ORIGINAL COIN-OP HISTORY:

The first (and probably the last) arcade game to use BMX handlebar controls, this graphically stunning diagonally scrolling deliver 'em up was quite a sensation in its day.

GAME: Hop on your bike and bottle your way through the weirdest, most hazard-packed paper round in existence!

COMMENT

Unbelievable! Despite one or two compromises, this is as close a version of R-Type as you could possibly wish for. Occasionally things get a bit blurry, but otherwise this is superb, packing all the challenge, addition and features of the original coin-op. Even the music is the same! A must for shoot 'em up fans.

PRESENTATION 78%
GRAPHICS 93%
SOUND 90%
PLAYABILITY 93%
LASTABILITY 92%
ACCURACY TO COIN-OP 92%
OVERALL 93%

Blurry graphics and poor collision detection ruin this otherwise admirable attempt at converting the brilliant coin-op. The presentation is just like the original machine, but on later levels spotting hazards and acting quickly and precisely to avoid them is frustratingly difficult, consequently, playing the game becomes a chore rather than fun.

PRESENTATION 87%
GRAPHICS 65%
SOUND 69%
PLAYABILITY 65%
LASTABILITY 81%
ACCURACY TO COIN-OP 82%
OVERALL 59%

BY TAITO

PRICE: £24.99

BUBBLE BOBBLE

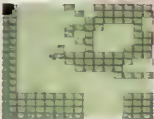
ORIGINAL COIN-OP RELEASE: 1985

ORIGINAL COIN-OP BY: TAITO

ORIGINAL COIN-OP HISTORY:

A real cult hit, this two-player super-cute game was quite a rarity in UK arcades but wherever it appeared it was massively successful. It spawned two sequels, *Rainbow Islands* and *Parasol Stars*.

GAME: Guide Bub and Bob through 100 levels of bubble-blowing action, beat the baddies and beat Baron Van Blubba in order to return to human form.



▼ Encapsulate Van Blubba's minions in your bubbles and burst them quickly for maximum point-related malarkey.



HAND-HELD SPECIAL

COMMENT

Although the screen layouts have been tweaked for Gamabay, this basically plays exactly the same as the arcade game and provides much addiction and challenge. My only gripe is that you have to set the screen quite dark to see the very pallid balloons. Other than that this is highly recommended - especially with two players!

PRESENTATION 80%

GRAPHICS 89%

SOUND 86%

PLAYABILITY 93%

LASTABILITY 90%

ACCURACY TO COIN-OP 84%

OVERALL 91%

BY IREM

PRICE: £24.99

KUNG-FU MASTER

ORIGINAL COIN-OP RELEASE: 1982

ORIGINAL COIN-OP BY: IREM

ORIGINAL COIN-OP HISTORY:

The first horizontally scrolling beat 'em up ever, this popular game was responsible for a whole new genre. Without this, games like *Final Fight* would never have been invented!

GAME: Travel the horizontally scrolling landscape and beat up everything that gets in your way.



COMMENT

...ing like this, I'm forgiven, because... in a similar way. But what can be forgiven is that on the too difficult, so it took me 15 minutes to finish the game. Pathetic! Unless you're a complete gaming nancy trying to make yourself look hard by completing this hopelessly pansy, feeble beat 'em up, avoid this at all costs.

PRESENTATION 73%

GRAPHICS 67%

SOUND 54%

PLAYABILITY 33%

LASTABILITY 12%

ACCURACY TO COIN-OP 63%

OVERALL 17%

HAND-HELD SPECIAL

BY: DATA EAST
PRICE: £24.99

BURGERTIME

ORIGINAL COIN-OP RELEASE: 1991
ORIGINAL COIN-OP BY: DATA EAST
ORIGINAL COIN-OP HISTORY:

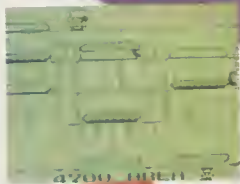
The original and highly popular Bургertime appeared in 1981 and is basically very, very similar to this new souped-up version which was released last year.

GAME: Make giant burgers and avoid the bad guys in this very weird platform game.

COMMENT

This is more of a cross between the original Bургertime and Bургertime Deluxe than a full blown conversion of the latter. And I love it! The game starts out easy, but on later levels the going is really manic and you have to really think to make sure you squash all the ingredients into the burger without getting trapped. If you're after a very jolly platform jape, this is well worth looking out for.

PRESENTATION 86%
GRAPHICS 89%
SOUND 81%
PLAYABILITY 92%
LASTABILITY 88%
ACCURACY TO COIN-OP 89%
OVERALL 90%



BY: KONAMI
PRICE: £24.99

NEMESIS

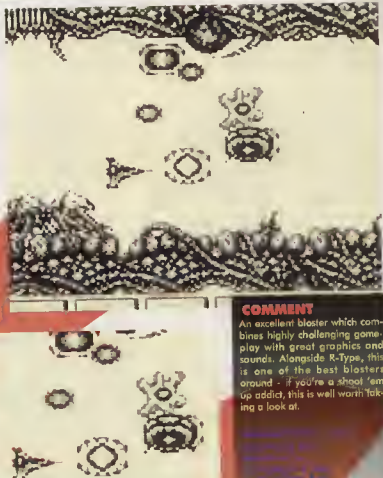
ORIGINAL COIN-OP RELEASE: 1989
ORIGINAL COIN-OP BY: KONAMI
ORIGINAL COIN-OP HISTORY:

Nemesis is a mix of platform and shoot 'em ups, being the first of its kind to combine the two and multiple enemies. GAME: A traditional shoot 'em up - pick up the power-ups and avoid the bad guys in your way.

COMMENT

An excellent blaster which combines highly challenging gameplay with great graphics and sounds. Alongside R-Type, this is one of the best blasters around - if you're a shoot 'em up addict, this is well worth taking a look at.

PRESENTATION 86%
GRAPHICS 89%
SOUND 81%
PLAYABILITY 92%
LASTABILITY 88%
ACCURACY TO COIN-OP 89%
OVERALL 90%



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AS REVIEWED IN THE SUN NEWSPAPER!!!!



MEGADRIIVE
REVIEW

Ladies and gentlemen, it's time for the main event of the evening! In the red corner, a man with biceps the size of Bournemouth, and in the blue corner a man with muscles in places most men don't have place! The intention of these two meatheads is to beat each other into unconsciousness!

This is the mad sport they call boxing, and while most people are boxing fans, few envy those two souls in the ring, doing their utmost to give their opponent a dusting. But Megadrive owners now have the chance to wallow in the thrill of the sport, but avoid the pain of it. Evander Holyfield's "Real Deal" Boxing casts the player as one of the contenders for the world's number one. Players choose to play as a boxer who has already established a ranking, or kick off a new boxing career by creating their own player. There are 29 opponents to choose and each of them has their strengths and weaknesses. To prove a formidable opponent, a player has to develop impenetrable blocking, a strong left and right hook, and a powerful uppercut. The number of rounds is a matter of choice, but only experienced fighters are able to go the distance. The ultimate challenge is beating Evander Holyfield himself. Until then, eat six raw eggs and a 14oz steak for breakfast, grab that frozen chicken from the freezer, hang it on a rope and punch away! Seconds out, round one!



▲ A family feud face-off.



▲ Go on son, into him!

DUCKING AND A DIVING

If a player wants a crack at the title he's going to need plenty of practice in the ring. Becoming dangerous in attack and impenetrable in defence takes time to master. The left and right hooks to the head and body need timing well if a player is to catch his opponent off guard. Using the upper cut works most effectively when a player is in a ducking position. Blocking an opponent's furious assaults relies on anticipating his moves and preparing early. Total concentration is necessary to avoid hitting the deck.

RISING UP

If you don't like the look of any of the boxers in the exhibition mode, it is possible to create your own by choosing to start a new career. On the fashion front, this option gives you the chance to choose the colour of your boxers trunks, skin and hair. More important decisions involve whether or not to be left or right handed (this determines which arm is stronger) and what abilities (slimming, speed, power and defence) deserve the most attention.



▲ Boxer building baboonery.

EVANDER HOLYFIELD'S "REAL DEAL





▲ Fierce A button pressing revives him.

IT'S A KNOCKOUT!

If things take a turn for the worse, and energy levels are falling fast, a punch to the head leaves a player dazed on the floor. But knockouts don't have to mean defeat. If a player presses the A button fast enough he restores energy, and this gives him the chance to carry on. If his button bashing isn't fast enough though, the fight is over, and he is left with twetting like a circling his head.



ENERGY

The game allows you to display the boxer's energy levels. Every time he sustains a hit it is reduced, but spending time effectively blocking allows it to rise again. Also displayed is an indicator showing the extent of injury to head and body. If an opponent's indicator shows signs of extensive head damage it is worth hitting him there because he is more vulnerable. Watch your own indicators though to make sure you don't end up with the cauliflower ears!



▲ The Iceman puncheth!



▲ A tooth-loosening left jab. Go.



▲ Dynamite Don's slits of doom.

COMMENT

The screen shots make this look like a very impressive boxing sim. Unfortunately only the graphics fulfil their potential. The animation is very poor, and the clattering voice make these boxers look more like characters out of a Madness video! There is no sense of flow whatsoever, which defeats any sense of realism created by the graphics. The action is so slow, I started wondering whether the

ROB

fighters had been drugged! It's more like they're contemplating chess moves rather than laying punches! Much of the fault for this can be blamed on the lack of responsiveness in the joystick. This causes immense frustration when you've got an opponent on the ropes with the intention of finishing him off, but the inability to pull off fast punches prevents you from doing so. There are also some problems with the game's logic, which means continually applying a certain routine always floors your opponent. Thus the two-player option, which is usually a source of amusement, fails to satisfy. What this game has got in its favour is an excellent range of options, especially the idea of creating a player and building up his various skills. But that's why I found the poor standard of playability such a disappointment. Boxing it might be, but a knockout it certainly isn't!





REVIEW



▲ The slaphead gets a good slapping.



COMMENT

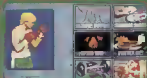


JULIAN

If the gameplay matched the same standards of the graphics, this would be a winner. Sadly, though, the most impressive thing about this is the still screenshots. The animation of the boxers is poor (they look more like they're fawning over each other than punching), the joystick response is treacle slow and the game logic leaves the computer boxers with glass jaws - a few sessions is all you need to come up with a winning move that's guaranteed to beat each boxer every time. The presentation may be stunning, but my advice to boxing fans is to wait and see what George Foreman's and Mohammed Ali's boxing games are like before even thinking about buying this.

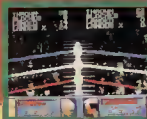


▲ Ray wipes the smile off Stavros' face.



DEDICATION

Evander Holyfield is the only thing needs dedication if they are to make a worthy challenger for the title. If a boxer wants to improve his stamina, speed, power and defence he has got to go about his training in the right way. Before a fight, players are able to choose three items from a possible eight. Each item chosen improves one or more aspects of their abilities. To improve stamina it's worth picking the jump rope or running shoes. The protein diet is beneficial all round, and sparring sharpens up defensive reflexes. Excellence in all aspects of boxing makes for the most accomplished performer.



▲ The ice man resteth.



BY: SEGA

PRICE: £49.99

RELEASE DATE: AUGUST

GAME DIFFICULTY: MEDIUM

LIVES: N/A

CONTINUES: N/A

SKILL LEVELS: 1

RESPONSIVENESS: POOR



PRESENTATION 90%

An excellent range of options, including a save option for home-made boxers. There's a two-player mode too.

GRAPHICS 78%

Superbly drawn sprites and backdrops let down greatly by the poor animation.

SOUND 72%

Ooph's and uugh's from the boxers but the sound doesn't really catch the atmosphere of the sport.

PLAYABILITY 53%

The movement of the boxers is slow and awkward, and the game logic makes winning a matter of routine.

LASTABILITY 49%

Although there are 29 opponents to tackle, the lack of pleasure in playing this game won't keep you pummeling.

OVERALL 52%

Some good ideas and some impressive graphics ruined by awful gameplay and in-game logic. Certainly not the main event!

Dream
MACHINES



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Orders Placed Before 4PM Will Be Despatched The Same Day



If you were one of those people who thought the Turtles had disappeared simply because they were unfashionable and nobody liked them anymore, here is final proof of your mistaking. In fact, the four amphibian assassins have been on a misadventure through time and space and have only just returned to present day Earth. Of course such popular characters would never just duck out of the limelight deliberately, and responsibility for their absence rests solely on the shoulders of the nefarious Shredder. The spiky armoured one (remember him?), in an obvious fit of jealousy banished the team to the Prehistoric Era. The only way our heroes can escape is by finding and defeating the epitome of evil for that time period. Should they do this they are warped a little closer to their home time. Naturally, all the green-skinned wonders' Ninja prowess is put to the test in this horizontally scrolling beat 'em up, but with turtle power on their side, how can they fail?

TEENAGE MUTANT NINJA

TURTLES
TURTLES IN TIME



▲ Do Krang's antics mean turtle soup for tea?!



▲ Fight for truth, justice, and half-shells.



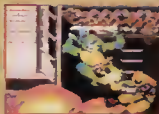
▲ The brothers hot-foot it Shredder! Ooww!

SEWER SURFARI

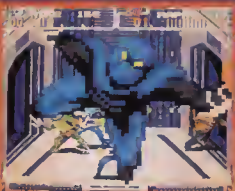
The Turtles' passion for surfing makes itself evident in two levels of the game. In the first section, the characters leap on their over-sized ironing boards for a spot of hanging ten on a horizontal plane, whilst being attacked by sewer-dwelling aliens and deck-riding Foot soldiers. The second surf section takes a break from the regular perspective of the game, being viewed from a behind-the-turtle point, like in F Zero. Once again, battling enemies at high speed is the order of the day, although negotiating the sewer itself adds a little extra challenge.



REVIEW



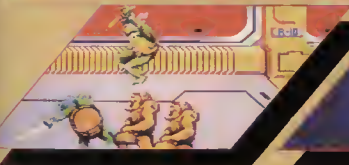
TWIN TURTLE ACTION



Although everyone knows the four turtles are inseparable, joystick port restrictions mean that only two turtles can venture out at a time on the SNES. Still, all four turtles are there for selection so you need never be without your fave amphibian (unless a second player has already selected him). The moves for the turtles are all fairly similar, comprising of regular attacks, throws, leaping kicks and "floating" attacks, where the leaping descent of the turtle is slowed whilst they perform a powerful attack. Each member of the group also has their own special move which varies from a leaping lateral with the Nunchaku to a comparatively normal jumping snap kick. By far the most impressive move however is one which causes your turtle to grab his opponent and fling him seemingly out of the screen, treating you to a view of the hapless Foot soldier flying in the direction of the player!

TWIN MODES

If the standard beat 'em up format loses its appeal for you at any time, TMNT IV has another two modes of play to rekindle your interest. The first, Time Trials, pits a single player not only against the might of the Foot clan but also against the clock. Screens from each level are played out in turn, with the object being to complete the level in record time. The second alternative mode plays two human-controlled turtles against each other in a sewer duel referred to by Splinter. The turtle who wins the best out of three here is proclaimed victorious.



▲ The Turtles teach an alien how to surf.



REVIEW

A shock from a mischievous metal head.

COMMENT



ROB

After the hype of the film had died down I was hoping I'd never have to lay eyes on those green shelled gits again. But here I am, reviewing a game swarming with the fed four. Thank God then that it's damn good. What would be classed as a regular beat 'em up has some dazzling features. Immediately noticeable is the standard of the graphics which capture the spirit of the cartoon perfectly. So does the animation, employing some incredible effects, including highly entertaining moments when enemies are thrown beyond the screen. The action is delightfully fast, and moves both across and up the screen, and there are no and of anamy sprites attacking from all directions. And before SNES owners start worrying about the possibility of slowdown, I can say that I didn't notice any. I also liked the inclusion of the time trial and one on one options which give TMNT a bit more depth. At the same time though I'd agree with Rad that because the beat 'em up action is much the same all the way through, things can get a bit routine even in two-player mode. But this aside, TMNT makes one of the best beat 'em ups around. Just don't expect me to shout 'Cowabunga' Ok? Aaaaggh! I just did!



TWIN VIEW

TMNT IV can be viewed in two colour modes, Cartoon and Comic. Cartoon mode sees the world of the turtles the way most people will know it, as a bright and airy cartoon. The second mode uses the more sombre palette of the original comics, with stronger shading and a more grim atmosphere overall.

COMMENT



RAD

TMNT IV is one of the most impressive looking games on the SNES yet. The detail and animation on the sprites plus the amount of attention put into the background is stunning. What's more, the SNES manages to animate tons of sprites at a time with no signs of slowdown. TMNT is also pecked full of humorous details and touches that make even being severely beaten up enjoyable (if you like that sort of thing). On the gameplay front, the programmers have thankfully only loosely based the game on the dismal coin-op of the same name and have utterly revamped the gameplay, making it a proper laugh, especially in two-player mode. However, there are some clouds looming over the delightfully coloured horizon that is TMNT IV. The main problem is that it's all pretty much the same all the way through, so once you get about three quarters of the way through the game your attention starts to wander. The other problem is that it's easy, and experienced players should beat it after a couple of days. However, the two bonus game combat the problem of tedium slightly. If you're likely to have a second player around all the time and fancy some groovy beat 'em up thrills, this is definitely a title to seek out. Sadly, loneoma players should think about renting it for a weekend before purchasing TMNT.



▲ The Turtle tries to make crocodile tears.



BY: KONAMI

PRICE: £39.99

RELEASE DATE: AUGUST

GAME DIFFICULTY: EASY

LIVES: 3

CONTINUES: 3

SKILL LEVELS: 3

RESPONSIVENESS: GREAT



PRESENTATION 96%

Loads of options, intros and intermissions to keep you interested when you're not actually doing anything

GRAPHICS 91%

Perfectly detailed and superbly animated sprites and backgrounds

SOUND 76%

Cheesy cartoony tracks and muffled speech, but the effects are okay

PLAYABILITY 90%

Easy to control with a wealth of moves TMNT is very entertaining

LASTABILITY 75%

However, after a while it's all much of the muchness and single players might find the going dull after a couple of weeks

OVERALL 80%

A top quality double-player game, but one which may not hold serious lasting appeal for solitary players



NINTENDO

REVIEW

Let's begin by dispelling a few rumours so they don't fester into facts. Operation Wolf isn't a veterinary surgeon simulator. It has nothing whatsoever to do with the average canine. Operation Wolf is actually the codename for an undercover assault on enemy territory. That's right, it's plenty of gun-fu, "ONE! TWO! THREE! FOUR! I LOVE THE MARINE CORPS!"

Snap on those khaki pants and listen up! The mission is simple. You are assigned to Operation Wolf, (or Operation Certain Death as it is otherwise known) and must accomplish six tasks if you are to save the POWs being held by the enemy. On all six stages he is likely to come up against fearsome resistance, with the opposing forces deploying tanks, helicopters, boats and foot soldiers to break him down.

As well as decimating the opposition, you pick up rounds of ammunition, grenades and energy capsules that restore a life. If you feel like shooting roaming animals you may also be rewarded with ammo or life. But on no account shoot fleeing civilians or members of the Red Cross... it wastes ammunition! If by some miracle of fate Operation Wolf is carried out without any hitches and the POWs are returned safely to friendly territory, you are rewarded with your own padded cell, a yearly subscription to "Soldier of Fortune", and a Rottweiler named after your favorite boxer! OK MARINE, LOCK AND LOAD!



AMMO INFO

At the start of every mission a certain number of magazines and grenades are bestowed upon you. However, with all the mass death that ensues, it soon becomes clear that this ammo supply isn't going to last. Fortunately, there is plenty of ammunition to pick up along the way. As well as machine gun magazines and grenades there are sticks of dynamite that blow up on the spot when fired at, and energy capsules that restore vitality. Shooting some of the animals caught in the crossfire rewards you with a pick-up too!



▲ A helicopter destroyed with your rocket launcher.



▲ Shoot the dynamite on the right.



▲ Kill the enemy and grab the magazine.





OPERATION WOLF



PAD OR GUN

In Operation Wolf players have the option of either using the joystick or a light gun. The arcade used a light gun and there is no doubt that it is more suitable for this kind of shoot 'em up. The joystick works quite well but it makes for slower aiming. The light gun gives a more realistic feel to the game, but you are also more likely to get carried away with blasting everything in sight, so watch those ammunition levels.

▲ Enemies prepare to eat lead.



▲ Ooops! Sorry!



▲ Our hero is tortured by Kylie records!



▲ Red Cross stretchers need a stretcher!



▲ Watch out for hostile boat attacks in the jungle.

COMMENT



ROB

I am a big fan of the Operation Wolf coin-op and found it very therapeutic, venting my aggression on hundreds of unsuspecting sprites. It is exactly this quality that the NES conversion of this game has lost. Rather than freeing anger, it leaves you feeling more psychopathic than when you started! The action is very slow, with sprites nonchalantly strolling to their death. The graphics, while not completely disastrous, certainly do little to enhance the fast and furious theme of the game. The lack of attention to detail on the backdrop leaves them looking drab and the stuttering animation makes the whole scene look like an outling of cardboard cut-outs! Using the light gun is certainly preferable to the joystick, which proves fiddly and frustrating, but because the game is visually disappointing, things get very tedious all too quickly. I was hoping that at least the sound effects might save some face, but I'm afraid the machine gun sounds like a baby's rattle, and the explosions are reminiscent of someone munching a bag of crisps! One of the few things in this game's favour is the level of challenge. If you succeed in completing the whole operation, it is possible to slow down the speed of your aim, which makes things a bit tougher. But to sum up, this NES version of Operation Wolf left me hunting for the old coin-op, on which to take out some newly acquired frustration.



▲ Wolfe enjoys a knees up in celebration.



REVIEW

MISSION IMPOSSIBLE

To successfully carry out Operation Wolf, the player has to make his way through six stages. In each stage an important task needs completing in order to rescue the POWs. The first mission involves cutting off communications at an enemy base to prevent them calling for help. The second takes the player through a jungle where enemy boats fire from the river. From the jungle to the village where the third mission takes place. There are more civilians around here so accurate shooting is essential. The fourth assignment takes the player to the ammo dump. Cutting off the enemy's supply of fire power is the priority here. From the ammo dump, the player makes his way to the prison camp where freeing the POWs is accomplished. But things aren't over yet. Once free, the player has to get the POWs out of enemy territory. The sixth and final mission takes place at the airport. When the POWs are up and away, mission impossible has been made possible.



▲ Tut. Tut. Tut. A lot of weeted ammunition here.

MISSION REPORT

At the bottom of the screen are the player's stats. It tells him how much ammunition he has left, and how much damage he has sustained. It also provides information on how many enemy soldiers and vehicles need destroying on that particular mission. Keeping a watchful eye on the stats is important because it helps the player to decide whether they should hunt for ammunition and energy or just blast away!

COMMENT



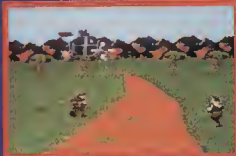
Unlike Rob, I though the coin-op version of Operation Wolf was a complete bore with dull gameplay and nothing to keep you coming back for more. On the bright side,

RICH

Operation Wolt did have cool graphics and sound. This Nintendo conversation plays quite like the coin-op, but doesn't have anywhere near the graphical quality of the original. The gameplay is very dull indeed. Just point your sight and shoot. That's it. What's more, it's impossible to dodge enemy fire or shoot all of the soldiers on-screen. This makes your doom completely unavoidable - something that really puts me off a game. Shooting lads who own a zipper gun might like to get hold of this. However, I can think of loads of games more deserving of your hard-earned cash.



▲ All six stages of Operation Rather Stupid



▲ *It's a long and hazardous road to victory.*

DEATH COUNT

When a mission comes to an end, whether it is successfully completed or not, the player is presented with some information regarding their performance. It tells how many shots were fired, and how many were successful hits. Players should then assess how much ammo they're wasting, with a view to greater accuracy and efficiency next time.

OPERATION WOLF

PUSH START BUTTON
ON
FULL THE TRIGGER

TAKITO

© 1990 YOUNG & RUBICAM COOP.
NINTENDO OF AMERICA INC.

BY: TAITO

PRICE: £TBA

RELEASE DATE: AUGUST

GAME DIFFICULTY: MEDIUM

LIVES: 1

CONTINUES: 1

SKILL LEVELS: 1

RESPONSIVENESS: DK



PRESENTATION 57%

Some macho shots of guns and knives open the proceedings. A speed of aim option and continue facility are available.

GRAPHICS 52%

Nefi spritae that move like they've got drastic body twitches. Uninspiring backdrops.

SOUND 45%

Sound effects are more reminiscent of popcorn consumption than a war zone!

PLAYABILITY 50%

The light gun makes things more fun. Using the joystick is awkward and frustrating.

LASTABILITY 54%

While there is quite a high level of cheating, there is a very low level of incentive.

OVERALL 53%

Fans of the coin-op should not be deceived. This is a poorly put together conversion which lacks all of the coin-op's virtues.

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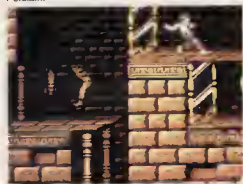
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Oh no! While the Sultan of Persia has been out and about putting infidels to the sword, his evil Prime Minister Jaffer has seized power in a coup that has severe repercussions for the Far Eastern World. All he needs to do to make his seizure of power complete is to wed the Sultan's beautiful daughter and claim power through her birthright.

However, her boyfriend has other ideas and sets out to do over the evil Jaffer. However, Jaffer gets wind of the plot and dispatches his guards to find our hero and lock him up! You start the game in the depths of the palace's dungeon. Unarmed and vulnerable to all sorts of danger, it's your job to guide the heroic Persian through the twenty levels of Jaffer's palace, negotiating the many traps and fighting the evil one's many possessed minions in search of the beautiful princess.

However, time is running out for the princess. Jaffer has given her but two hours to decide whether to marry him or die a horrible, painful death. You must rescue the fair princess and slay the twisted Jaffer before it's too late for her and too late for all of Persia....



FIND YOUR WEAPON

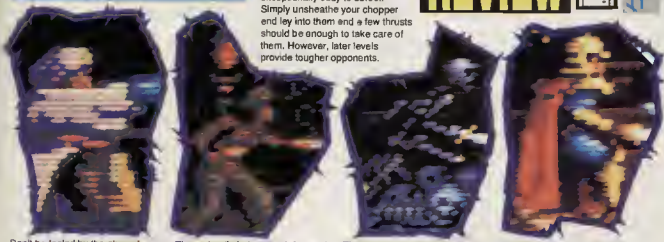
The first level of Prince of Persia is simplicity itself: It's your job simply to run through the cavernous dungeons in search of our hero's confiscated weapon. Once he's found it, he must retrace his steps to the beginning of the level and take on the first of Jaffer's henchmen in a battle to the death.





SPARRING PARTNERS

Your first sword singing opponents in Prince of Persia are exceptionally easy to defeat. Simply unsheathe your chopper and lay into them and a few thrusts should be enough to take care of them. However, later levels provide tougher opponents.

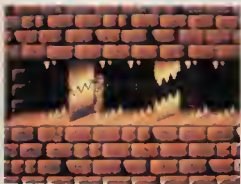


Don't be fooled by the obese forms of these bodyguards! They may not be the fastest movers in the business, but when it comes to precision with their swords they are masters!

These deadly ladies are deft sword slingers, even more dangerous than the undead skeletons! If your swordplay hasn't been developed, you stand little chance of defeating these murderous women!

There are three types of skeleton in the game as well. The first variety of skeleton simply require one hit to successfully dispatch. A harder form of skeleton requires some seven or eight hits before they crumble.

These Saracen knights have honed their fighting skills through many years of war. Their stamina is awesome - second only to Jaffar himself. Beating these guys takes some doing.



JAFFAR CAMEOS

As you work your way through the levels, Jaffar gets wind of your activities and sometimes you run into him on your travels. However, the evil prime minister doesn't let you get your hands on him until the final battle. His cameo appearances on earlier levels merely cause you problems. For example, on one level he destroys a bridge that you MUST cross in order to get to the next level. Only by matching sorcery with sorcery can you progress.



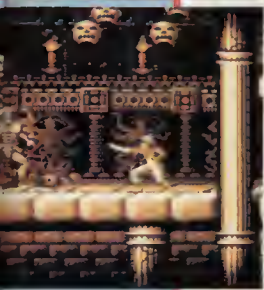
COMMENT



As I said when I reviewed the Mesler System version, Prince of Persia is one of my all-time faves on the PC, but this Super NES version is just something else! All of the graphics have

RICH

been substantially spruced up with superior animation, sprites and some stunning backgrounds. The actual size of the game has also been increased to a huge twenty levels! Prince of Persia's main asset, however, is the sheer fun you get playing it. The control method takes some getting used to, but once you've got it sussed, you're able to pull off some of the most spectacular stunts yet seen in a video game! The game is full of original ideas and cunning puzzles too. I particularly liked the appearance of your ghostly twin who helps you to solve a highly devious puzzle. For sheer fun and excitement, Prince of Persia cannot be beaten. Buy it!





PERSIAN POSES

As any one who's seen the original game on the home computers knows, our hero is capable of all manner of athletic feats in the game using some of the most stunning animation yet seen in a video game.



JUMPING

Jumping around is essential in any platform game and the Persian hero is capable of two types of jump. Running jumps cover more ground, whilst single leaps are useful where more precision is required.



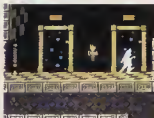
TIP-TOE

Sometimes precision is needed before attempting any jump. This is where the tip-toe move comes in handy. If you're anxious to make sure you pull off that massive jump, you can tip-toe right to the edge of the platform and leap across.



HANGING ON

Hurling down an endless pit? Keep your finger pressed down on the X button and you might be all right. This button lets you catch your hands onto any passing ledge and thus save yourself from a horrific fate. In association with the DOWN button on the d-pad, you're able to climb down platforms. Very useful.



COMMENT



JULIAN

If you're after a challenge that'll test your platforming skills to their utmost, Prince of Persia is the one for you. It's a massive game and features one of the most demanding gaming environments I've ever run, swung and jumped my way through - and to top it all, the entire game is played against an extremely tight time limit!

Because of the highly challenging gameplay, the going does get occasionally frustrating, but such is the quality of the gameplay that you just keep on sticking at it to see what's around the next corner - I played it virtually non stop for an entire weekend when I first got it! Backing up the brilliant gameplay are some superb graphics. What you can't see from the screenshots is the incredible, fluid animation of all the sprites - this is a truly cartoon quality game. Prince of Persia is a fabulous game

THANKS TO...

Advanced Console Entertainment and the Electronic Gaming Club receive our thanks for sending us a couple of Prince of Persia so promptly. Should you wish to ask them about this, or any other game, phone them on 071 383 0480.



BY: NCS

PRICE: £45.00

RELEASE DATE: NOW

GAME DIFFICULTY: MEDIUM

LIVES: TIME LIMIT

CONTINUES: INFINITE

SKILL LEVELS: 1

RESPONSIVENESS: BRILL



PRESENTATION 83%

A stunning intro and amazing demo mode, along with a highly useful password feature.

GRAPHICS 91%

A vast range of amazing backdrops, jaw-dropping animation and topper sprites.

SOUND 92%

With a movie-like soundtrack like this, your ears are always occupied. The effects aren't quite so good though.

PLAYABILITY 94%

Getting the hang of the control method is quite difficult, but once you've done it you're hooked!

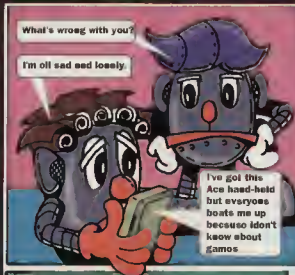
LASTABILITY 92%

Twenty massive levels and many expert swordsmen stand between you and the fair princess.

OVERALL 93%

A stunning arcade adventure unrivalled on the Super NES!

GOT A HAND-HELD?..THEN GO! AND GET THIS!



TOP

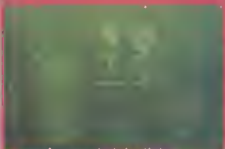
10



ALL FORMATS

GAMEBOY

Once again, Mario STILL remains at the top of the Gameboy charts, even though the game is literally years old! Strange... What's more, Duck Tales is still loitering at the top of the charts, but new entries like Choplifter and Q*Bert make things look a bit more lively.



GAMEBOY

- 1 ◀ SUPER MARIO LAND
- 2 ◀ DUCK TALES
- 3 NE CHOPFLIFTER II
- 4 ▲ SOLOMON'S CLUB
- 5 ▼ WORLD CUP
- 6 NE BUBBLE BOBBLE
- 7 NE GAUNTLET II
- 8 ◀ THE SIMPSONS
- 9 ▼ DR MARIO
- 10 NE Q*BERT

NINTENDO

Taking us completely by surprise, Rescue Rangers takes pole position on the Nintendo chart, usurping the amazing Super Mario III! New entries abound with the likes of Lolo II, Hyper Soccer and Rainbow Islands. Hurrah!



▲ Walking the dog Rescue Rangers (TM)



NINTENDO

- 1 ▲ RESCUE RANGERS
- 2 ▼ SUPER MARIO III
- 3 NE TURTLES II
- 4 NE RAINBOW ISLANDS
- 5 NE LOLO II
- 6 ▲ NEW ZEALAND STORY
- 7 ▼ THE SIMPSONS
- 8 ▼ STAR WARS
- 9 NE HYPER SOCCER
- 10 ▼ WWF



SEGA

1	NE	CHAMPIONS OF EUROPE
2	▲	WIMBLEDON TENNIS
3	NE	SUPER MONACO GP II
4	▼	SONIC
5	▼	ASTERIX
6	▼	SAGAIA
7	NE	SONIC
8	▼	BEAST
9	▼	G-LOC
10	▼	GHOULS 'N' GHOST

SEGA



▲ Four-play on Wimbledon's lawn. Over!



▲ Super Monaco II third on the grid.

Cool! Funnily enough, there's plenty of excitement on the Master System chart. Following the European Championships, Tecmagik's footie game takes the top slot, but as we write Wimbledon carries on, so expect the official Wimbledon game to zoom up to the top slot by next month!



▲ Sonic re-enters at 7.



MEGADRIIVE

1	◀	DESERT STRIKE
2	NE	SUPREME BASKETBALL
3	NE	SUPER MONACO II
4	▼	KID CHAMELEON
5	◀	GALAXY FORCE II
6	NE	DJ BOY
7	◀	ALISIA DRAGON
8	▼	HELLFIRE
9	◀	STREETS OF RAGE
10	▼	TOKI

MEGADRIIVE

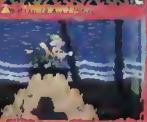
High excitement in the Megadrive chart as Desert Strike remains at the top slot. However, there seems to be stiff competition from the likes of Dave Robinson's Supreme Court Basketball and Super Monaco GP II!



▲ A particularly impressive chopper.



▲ Alimony, it's the Kupa from Fattier!



▲ No engulfing Kid Chameleon.



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CONTRA, THE SIMPSONS WWF
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ADVENTURE, GEMASIS PALACE,
CASTLEVANIA 2, ADAMS FAMILY FACE BALL,
2025 KILLER TOMATOES, MARBLE
MADNESS MEGA MAN 1, ROBOPOL 2
MEGA MAN 2, GROUND ADVENTURE ISLAND
TERMINATOR II, BEETLE JUICE, SNOW FACES
SUPER KICK OFF, HUNCHBACK TINY
TOMBOY, BLUES BROTHERS, PITFIGHTER
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**NEW
GAME**

PREVIEW

HOT CONSOLE GAMES COMING SOON...HOT CONSOLE GAMES COMING SOON...

Over the past couple of years, Konami have carved out a reputation as one of the top developers for the Super NES. Their latest blockbuster is Axelay, which is shaping up as one of the hottest shoot 'em ups for the 16-bit Nintendo.

As you might have gathered, the basic idea is quite simple. Just take your ship into enemy territories and kick some xenomorph ass! However, Axelay isn't like your common or garden shooter - it's packing some of the most amazing graphics, sound and playability yet seen in such a game!

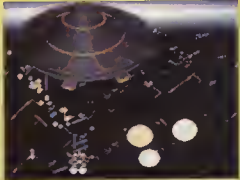
Take a peek at our exclusive preview for more details on what looks like being the greatest game on the Super NES since Street Fighter II!



▲ Avoid the rocks or die!



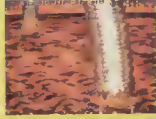
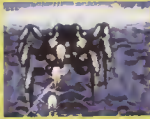
▲ Look out below! Dodge the fiery plumes.



▲ Hat-related antics - level three's boss.

POWER-UP BONANZA

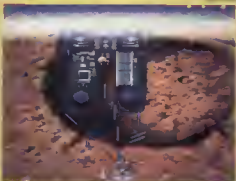
As you might expect from an epic game like Axelay there's a veritable bonanza of choice power-up weaponry! Extra weapons aren't collected during the levels. You actually choose which gear you want at the beginning of each stage. This selection increases with every level you complete. Weapons included are beam lasers, 360 degree blasters, rockets, bombs, normal woody front-fire and a high-power plasma cannon! You carry three weapons at a time and you can select between them at will during the blasting activities.





▲ They say lightning never strikes twice. It might in this game so be careful.

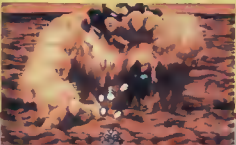
AXELAY



▲ Shoot the lasers of this binocular boss!

YOU'RE THE BOSS!

Axelay boasts some of the most stunning bosses yet incorporated into any video game. When you first set eyes on the massive spider on level one, with its stunning webs and lasers, you'll be stunned. However there is better still to come. A fully animated ED-209 lookalike, complete with lasers and searchlights awaits! One of the most stunning bosses of all is an enormous fire demon. He attempts to grope you into a molten oblivion with his stunningly animated hands and he breathes fire too! There are many other delights in store as well. Wait for the MEAN MACHINES review for the full lowdown!



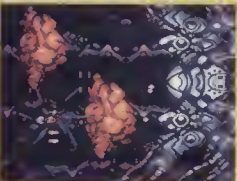
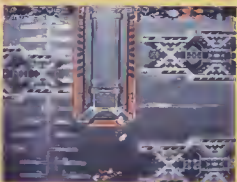
STYLE ONE

For all intents and purposes, this section of Axelay is a vertically scrolling shoot 'em up. However, as you can see from the screenshots, the landscape is in 3D! Konami's programmers have used Mode 7 to its full potential with different layers of amazing 3D graphics. We cannot stress how completely fantastic these stages of blasting action are!



STYLE TWO

This stage of the game is quite a lot like R-Type in terms of presentation. It's mostly horizontally scrolling action, although some levels enable you to travel up and down as well. Indeed, one level is set inside a massive cave complex, with some of it submerged under water! Many routes both below and above water are available to travel through. Once again, for these levels, astounding graphics and sound are the orders of the day!



SUPER NES



THE OFFISHAL AQUATIC GAMES

James Pond is back in yet another EA Megadrive game! However, this time the fish-like secret agent has taken time out from his espionage capering and is training up for his next assignment.

The Offishal (doh!) Aquatic Games, starring James Pond and the Aquabats is a multi-level sports sim with a decidedly marine feel. There are eight different events to participate in.

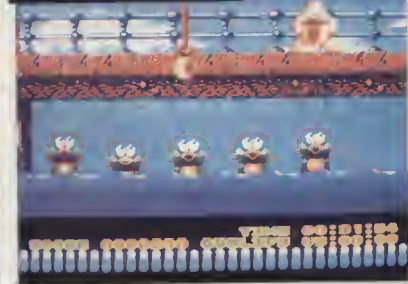
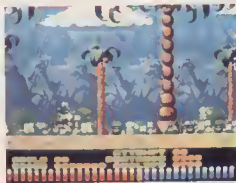
Some of the stages are just straightforward button smashers, like the 100m Splash, whilst others are a lot more individual. For example, in the Feeding Time event, it's your job to feed the hungry fish and save them from the evil fishermen who are trying to bait them with various sweeties!

Other events include Shell Shooting which involves jumping on shells thus making them fly into the air and then catching them in a large bowl! Kipper Sitting casts you as a seal charged with the task of looking after your sleeping pups who are constantly at risk from an avalanche of falling beach balls!

We've had a good look at the Offishal Aquatic Games and came away quite impressed. As you can see, the graphics are truly superb and provide a brilliant atmosphere for the game. However, you'll have to wait for the definitive MEAN MACHINES review!



- ▲ High excitement here in the 100m Splash. Guide James Pond to the finishing line by hammering away on your joyed buttons! Don't let up or you won't qualify!

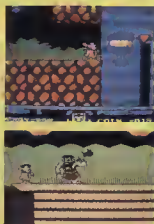
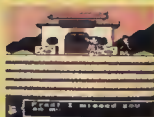
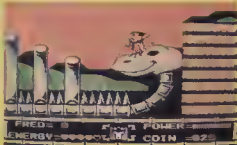


MEGADRIVE



THE FLINTSTONES

The animated antics of The Flintstones are heading for a Nintendo near you! In this game, Fred Flintstone has to rescue Betty Rubble and his beloved Wilma from the twisted clutches of a being from the 30th Century! To achieve this he must collect pieces of a time machine, put 'em together and bundle the nasty alien back to the time from whence he came. As you can see, this is yet another excuse for a Nintendo platform game! However, the game features characters from the mega (?) Hanna Barbera animated TV series. What's more, this game successfully manages to capture the look and feel of Bedrock and all its inhabitants! But how does the game play? We shall reveal all when we review this game in the very next issue of MEAN MACHINES! Yay!



NINTENDO

1
PLAYERS



NHLPLA HOCKEY '93

Electronic Arts are attempting to top their own best-selling hockey simulation, EA Hockey! They've put the original Park Place programmers onto the job and they've come up with NHLPLA Hockey '93! From the accompanying screenshots, you might not think there's much difference between this new version and the original, but EA are quick to point out that this version IS fully licensed from NHL. The NHL Players Association (the PA in the title) have also endorsed this smart sports sim. This basically means that this version of the game has all the official NHL teams and world famous players like Wayne Gretzky and Mario Lemieux! Cool!

Electronic Arts are also promising to tweak the gameplay and make this brilliant game even better than the original - a somewhat difficult task since the first game received 95% in this very mag! We'll let you know if EA succeed when we review the game in the next couple of months.

SUPER SLAM DUNK

There's not much in the way of basketball games out on the Super NES at the moment, but Halken have set things right by releasing Super Slam Dunk - available now as a Japanese import.

The game has just about everything you'd expect from a basketball game. There are four divisions of basket-related action with many teams competing in each one. Full manager options are available as well. However, the best thing about Super Slam Dunk is its innovative viewpoint! The game actually spins around and scrolls using the Super NES's mode 7, portraying the game in stunning 3D.

The game is finished and looks like being quite smart. However, we haven't had time to give it the full MEAN MACHINES treatment yet. Look out for a review in a forthcoming issue.



SUPER NES

1-2
PLAYERS



▲ A player attempts to position himself for a highly difficult three-point shot! Will he do it? Who knows?

MEGADRIVE

1-2
PLAYERS



NEXT MONTH



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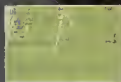
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GAME GEAR



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OF TIPS!**
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MEAN MACHINES
MEGA TIPS BOOK!**





KEN



"ATTACK ME IF YOU DARE, I WILL CRUSH YOU."

STYLE: KARATE
ORIGIN: U.S.A.
HEIGHT: 176 cm
WEIGHT: 76 kg

SURE-KILLING TECHNIQUES

- Dragon Punch ●
- Cyclone Punch ●
- Hurricane Kick ●
- Body Throw ●

STRENGTH ● ● ●

SPEED ● ● ●

GRAB ● ● ●

CHUN LI



"I AM THE STRONGEST WOMAN IN THE WORLD!"

STYLE: KUNG-FU
ORIGIN: P.R.C.
HEIGHT: 170 cm
WEIGHT: ? kg

SURE-KILLING TECHNIQUES

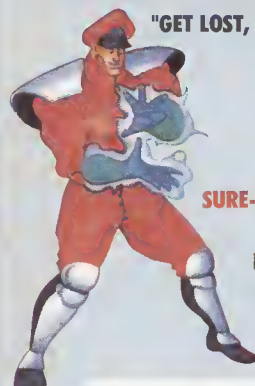
- Hundred-Foot Kick ●
- Spinning Bird Kick ●
- Body Throw ●
- Mid-Air Throw ●

STRENGTH ● ● ●

SPEED ● ● ● ● ●

GRAB ● ● ●

M.BISON



"GET LOST, YOU CAN'T COMPARE WITH MY POWERS!"

STYLE: SHADOW
ORIGIN: ?
HEIGHT: 182 cm
WEIGHT: 80 kg

SURE-KILLING TECHNIQUES

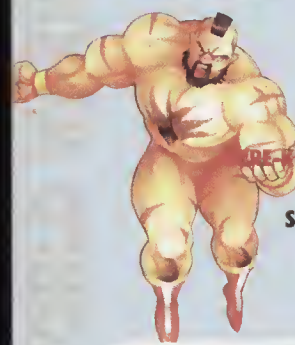
- Psycho Crusher ●
- Flying Head-Press ●
- Double Knee Jerk ●
- Body Throw ●

STRENGTH ● ● ●

SPEED ● ● ● ●

GRAB ● ● ●

ZANGIEF



"MY STRENGTH IS MUCH GREATER THAN YOURS."

STYLE: WRESTLER
ORIGIN: RUSSIA
HEIGHT: 211 cm
WEIGHT: 115 kg

SURE-KILLING TECHNIQUES

- Double Lariat ●
- Screw Pile-Driver ●
- Brain-Buster ●
- German Suplex ●

STRENGTH ● ● ● ● ●

SPEED ● ● ●

GRAB ● ● ● ●

DHALSIM

"I WILL MEDITATE, THEN DESTROY YOU!"



STYLE: FULL-CONTACT YOGA
ORIGIN: INDIA
HEIGHT: 175 cm
WEIGHT: 48 kg

SURE-KILLING TECHNIQUES

- Yoga Flame ●
- Yoga Fire ●
- Yoga Spear ●
- Yoga Head-Bash ●

STRENGTH ● ●

SPEED ●

GRAB ● ● ● ●

E.HONDA

"CAN'T YOU DO BETTER THAN THAT?"



STYLE: SUMO
ORIGIN: JAPAN
HEIGHT: 185 cm
WEIGHT: 137 kg

SURE-KILLING TECHNIQUES

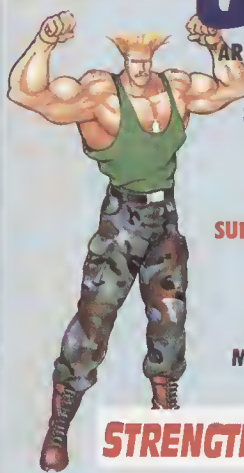
- Hundred-Hand slap ●
- Flying Head-Ram ●
- Body Crush ●
- Body Throw ●

STRENGTH ● ● ● ● ●

SPEED ● ●

GRAB ● ● ●

GUILE



"ARE YOU MAN ENOUGH TO FIGHT WITH ME?"

STYLE: COMBAT KARATE
ORIGIN: U.S.A.
HEIGHT: 182 cm
WEIGHT: 86 kg

SURE-KILLING TECHNIQUES

- Sonic Boom ●
- Somersault Kick ●
- Back Drop ●
- Mid-Air Back Breaker ●

STRENGTH ● ● ●

SPEED ● ● ●

GRAB ● ● ●

BLANKA

"SEEING YOU IN ACTION IS A JOKE."



STYLE: BRAWLER
ORIGIN: BRAZIL
HEIGHT: 192 cm
WEIGHT: 98 kg

SURE-KILLING TECHNIQUES

- Thunder Storm ●
- Cannonball Spin ●
- Neck Bite ●

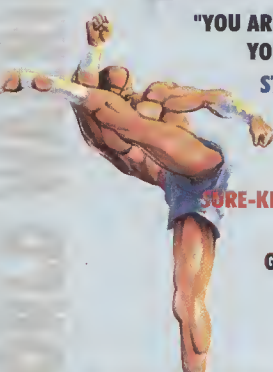
STRENGTH ● ● ● ● ●

SPEED ● ● ● ● ●

GRAB ● ● ● ●

SAGAT

"YOU ARE NOT A WARRIOR, YOU'RE A BEGINNER!"



STYLE: KICK BOXING
ORIGIN: THAILAND
HEIGHT: 226 cm
WEIGHT: 78 kg

SURE-KILLING TECHNIQUES

- Tiger Shot ●
- Grand Tiger Shot ●
- Tiger Uppercut ●
- Body Throw ●

STRENGTH ● ● ●

SPEED ● ● ●

GRAB ● ● ●

RYU

"YOU MUST DEFEAT SHENG LONG TO STAND A CHANCE."



STYLE: KARATE
ORIGIN: JAPAN
HEIGHT: 175 cm
WEIGHT: 76 kg

SURE-KILLING TECHNIQUES

- Dragon Punch ●
- Cyclone Punch ●
- Hurricane Kick ●
- Body Throw ●

STRENGTH ● ● ●

SPEED ● ● ●

GRAB ● ● ●

VEGA

"HANDSOME FIGHTERS NEVER LOSE BATTLES."



STYLE: UNKNOWN
ORIGIN: SPAIN
HEIGHT: 186 cm
WEIGHT: 72 kg

SURE-KILLING TECHNIQUES

- Barcelona Attack ●
- Rolling Crystal Flash ●
- Izuna Drop ●
- Mid-Air Throw ●

STRENGTH ● ● ●

SPEED ● ● ● ● ●

GRAB ● ● ● ●

BALROG

"MY FISTS HAVE YOUR BLOOD ON THEM."



STYLE: ORTHODOX BOXING
ORIGIN: U.S.A.
HEIGHT: 198 cm
WEIGHT: 102 kg

SURE-KILLING TECHNIQUES

- Double Strength Turning Punch ●
- Dashing Straight Punch ●
- Dashing Upper Cut ●
- Head Butt ●

STRENGTH ● ● ● ● ●

SPEED ● ● ●

GRAB ● ● ●